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INDEPENDENT SNES AND NINTENDO ULTRA 64 MAGAZINE

SUPER PLAY

ISSUE 38

DECEMBER 1995

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MEGA WARRIOR

REVIEWED!
ISS Deluxe
WWF Wrestlemania
Dirt Trax FX
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SUPER PLAYERS GUIDES
Doom and Killer Instinct!

FANTASY QUEST SPECIAL
Should we be drooling over Secret Of Mana 2 and Tactics Ogre?

EXCLUSIVE! Future war in...3050

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ANIME WORLD • P18
Do girls get a raw deal as far as Japanese animation's concerned?

IRRESPONSIBLE PICTURES • P78
Babel II, Oh My Goddess and SD Double Feature reviewed!

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SUPER PLAY

DECEMBER ISSUE 38

Editorial & Advertising Offices:
Super Play, Future Publishing Ltd,
30 Monmouth Street, Bath BA1 2BW.
Tel: (01225) 442244 Fax: (01225) 446019

EDITORIAL
Editor: Alison Harper
aharper@futurenet.co.uk
Art Editor: Ollie Alderton
Deputy Editor: Tony Mott
tmott@futurenet.co.uk
Designer: Wil Overton

ADVERTISING
Advertising Manager: Louise Alexander
lalexander@futurenet.co.uk
Sales Executive: Claire Eastwood
Product Manager: Tamara Ward
tward@futurenet.co.uk
Advertising Production: Tracy O'Donnell
Advertising Design: Paul Jarrold
Business Development Manager: Jackie Garford

PUBLISHING
Publisher: Chris Power
Assistant Publisher: Dave Roberts
Managing Director: Greg Ingham
Chairman: Nick Alexander

Writers
Zy Nicholson
Peter J Evans
Jeremy Clarke
Sean Atkins
James Binns
Jon Nash
Simon Forrester
Wil Groves
Dan Griffiths

Cover Artwork
Wil Overton

Lino & Scanning
Mark Gover
Brian Hook
Jon Moore
Chris Stocker
Simon Windsor

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Super Play's annual subscription rate, for 12 issues, postage paid in the UK is £29.95, in Europe it's £49.95 and in the rest of the world it's £57.95. Check out page 77 for even better offers though!

Next issue on sale: Thursday, 7th December 1995

Super Play comes from the same office as *Sega Power*, *Ultimate Future Games*, *GamesMaster*, and *Total!*, and we're friends with *Amiga Power*, *CD-ROM Today*, *Amiga Format*, *PC Format*, *ST Format*, *Edge*, *PC Gamer*, *.net* and *SFX* too.

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SUPER NES & GAMEBOY ARE TRADEMARKS OF NINTENDO INC

THE SUPER PLAY EDITORIAL

from the BIG CHAIR

Our full contents listing starts just over the page

Take a flick through the pages of this month's issue of *Super Play* and you'll discover more reviews than we can remember having in a long time. The Christmas games season is hotting up and nowhere is it more obvious than our reviews section...

We've got a load of top games from *International Superstar Soccer Deluxe* to the incredibly addictive *Zoop*. With so many games reviewed, there's a fair old selection of game types – something for everyone, dare we say.

Our cover feature this month is the surprise arrival of *Mechwarrior 3050* in the UK. Called *Battletech 3050* in Japan, this title has been snapped up by Marubeni UK and we can reveal that you lot will be able to get your hands on it even before those happy and well-provided for Japanese gamers can. The game has some top 3D animation – you wait till you see it. Turn to page 32 to get the full story on this game...

There's a free gift in this issue too. If you're reading this in a newsagents, that's probably it on the floor by your feet. It's a huge glossy poster with *Streetfighter the animated movie*, which we featured last month, on one side and *Mortal Kombat the movie* on the other. If you want to find out more about *Mortal Kombat the movie*, have a read of page 30 where we preview it for you. We expect you've seen the TV ads by now, and you've got to agree that some of the effects and the action look pretty stunning.

Don't miss our Fantasy Quest Special either (as if you could). With five pages dedicated to *Secret of Mana 2* and *Tactics Ogre*, it's a real treat for RPG fans.

Look out for next month's issue in which we've got one of the best free gifts ever for you. We've got together with Ocean and Woolworths to bring you a 28-page poster calendar. Don't miss it. You'll be able to enter the fab compo on it, use the money-saving coupons and hang it on your wall and everything!

Speak to you next month.
Alison Harper
Editor

INDEPENDENT SNES AND NINTENDO ULTRA 64 MAGAZINE

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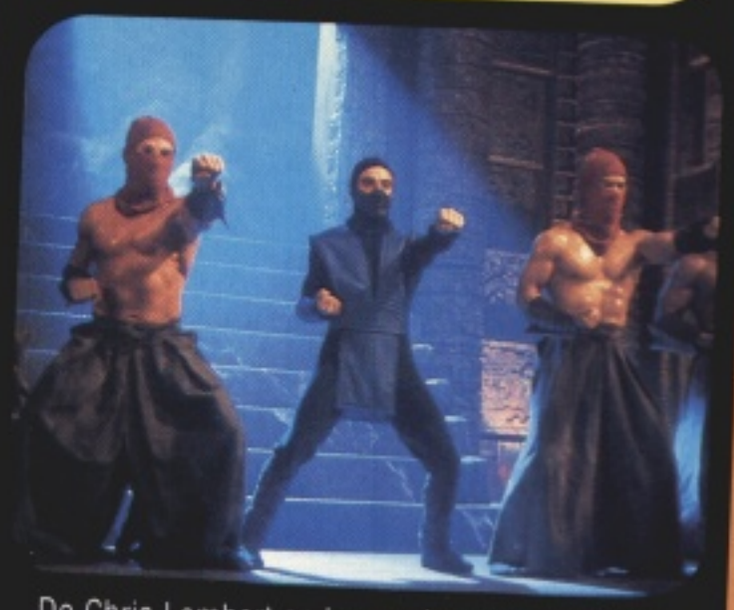

Do Chris Lambert and crew deserve to join the rest of live-action movies made of video games in the rather large dumper truck named 'nob'?

DECEMBER 1995 ISSUE 38

ABC: 23,657*

*Despite reports to the contrary, we are the BIGGEST-SELLING INDEPENDENT Nintendo mag!

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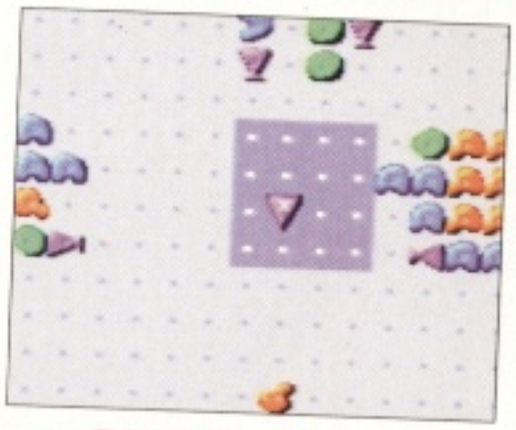

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FANTASY QUE

They're the games that RPGers around the globe have been holding their breath for. Whether you're an action fan or a strategy buff, find out all the facts on *Secret Of Mana 2* (or *Seiken Densetsu 3* for all you purists) and *Tactics Ogre*!

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MECHWARRIOR 3050

An American mech game – surely the Yanks can't beat the Japanese at their own genre? Well yes, they can, and it's gorgeous...

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the facts on
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SUPER

NEWS NETWORK SUPER NINTENDO NEWS NETWORK SUPER NINTENDO

Such was the response from our mothers to seeing their offspring's faces in print last month, that we took time out from penning sarcastic replies to sad letters from Digitiser viewers and found the time to selfishly promote ourselves in the *Super Play* profiles.

PROFILES

Alison Harper

"Hey! An *Ole Supporters* promotional fan. I'll have that thank you very much." It must be said that the rest of the team were frankly stunned at Alison's sudden desire for obscure Japanese football game merchandise but then again she does have a disturbing picture of Sinbad from Brookie behind her desk.

Ollie Alderton

As much as we tried to make Ollie don green make-up, a pair of purple trousers and shout "Hulk smash!!" at the top of his voice, all he would give us was this rather poor impression of Bruce Banner, and the Bill Bixby version at that! Watch next time as Ollie makes a Galactus costume from old copies of *Edge*.

Tony Mott

Don't be fooled by this apparently innocent picture of a Gamefreak engrossed in playing the latest extravaganza from Square. That's Wil's save point! Tony's afternoon was taken up with *Contra Spirits*, *Super Aleste* and *Spider Man* and the *X-Men*. Blimey, it's hard working on a games mag.

Wil Overton

Now this really *is* sad. A boy and his proud collection of SD Godzilla figures. Ask him nicely and he'll tell you he's got the entire set and will even show you the boxes (in pristine condition and still in possession of their original sweets). Don't tease now, or he'll bash you with his talking Magic Knight Rayearth sword.

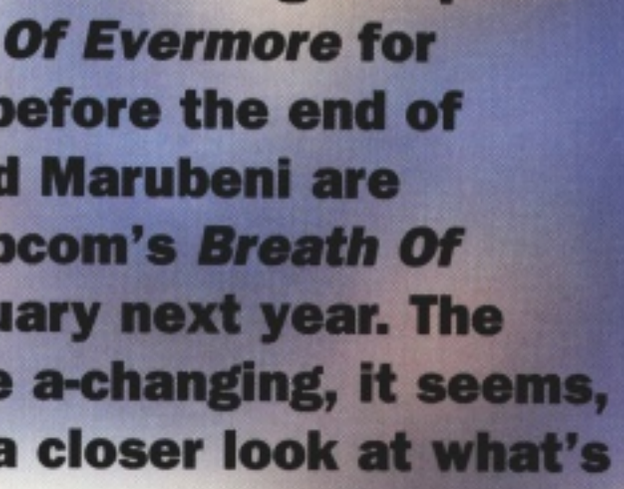
Apart from an expert taste in magazines, there's one common thread that bonds *Super Play* readers – you're all on bended knee for more RPGs to be released in this country. Well, your wishes are about to be at least partly pandered to, because Nintendo have got Square Soft's *Secret Of Evermore* for release here before the end of November, and Marubeni are publishing Capcom's *Breath Of Fire II* in February next year. The times they are a-changing, it seems, so let's have a closer look at what's a-coming...

Secret Of Evermore

SquareSoft/Nintendo ● 24 Mbit

As regular readers will already be aware, *Secret Of Evermore* is Square Soft USA's first attempt at an action RPG (their only other effort in the field was *Mystic Quest*, a self-confessed 'beginner's' RPG. Its plot concerns an all-American kid (possibly a Chip, Buck or Chuck) who, in the best tradition of smalltown adventure heroes, 'stumbles' across an invention which whisks him off into a nether dimension. There, armed initially with only his wits and the companionship of his pet dog, he must somehow get back to Candysville, US.

No! Don't press that switch.



We figure this boss comes from 'Mant'.

Mixing a brew in the depths of the jungle. .

The lead characters and enemies have a more cartoony feel to them than any Square

EXPRESS

NEWS NETWORK SUPER NINTENDO NEWS NETWORK SUPER NINTENDO

HAPPILY EVERMORE

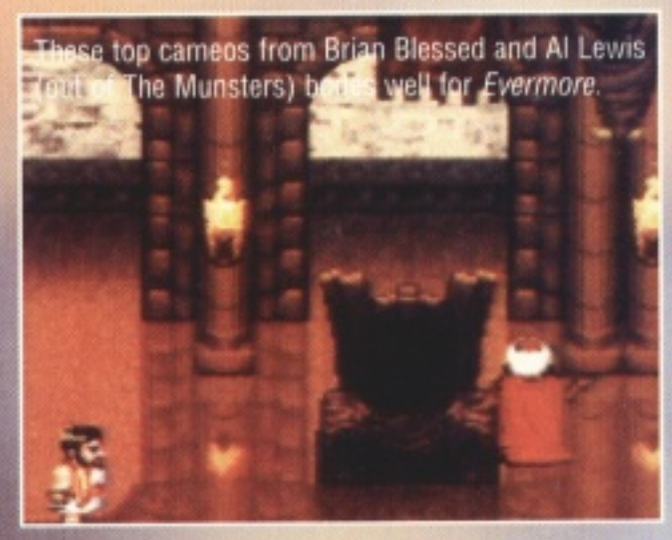
Does anyone remember the post-apocalypse sci-fi film with Don (*Miami Vice*) Johnson called *A Boy and His Dog*? Well, it made a good caption anyway.

of Japan RPG, and they're set against a backdrop featuring images rendered on Silicon Graphics kit. The results look mixed, to say the least – while the high-end sourcing lends a very '90's feel to the proceedings, finer detail appears to be lessened.

Presentation and, to a large degree, gameplay, is unashamedly *Secret Of Mana*. It certainly looks more an *Illusion of Gaia/Time* than a *Chrono Trigger* – and sometimes even dangerously close to a *Young Merlin* – indicating, perhaps, that the Brit audience is still seen by Nintendo as unsuitable for anything more hardcore.

Perhaps the only thing of their own that Square's American bods have brought to the RPG party is a new spell system. Revolving around that most elusive form of magicking, alchemy, your aim is to collect and combine various ingredients, to mix and create magic spells yourself rather than learning them by natural progression through the adventure.

The US cart should be available from importers by the time you read this, and has already picked up some favourable, if noticeably less than wild, reviews in the States (its lightweight and uninvolving storyline being one commonly voiced deficiency). We'll be sneaking up behind Zy next month to force the Feathery Bonnet of RPG Appraisal firmly onto his bonce, and sitting him down in order to bring you the full, unexpurgated review, you see if we don't. *(Groan! – Zy)*



These top cameos from Brian Blessed and Al Lewis (out of The Munsters) bode well for *Evermore*.

Top Mana-esque action.

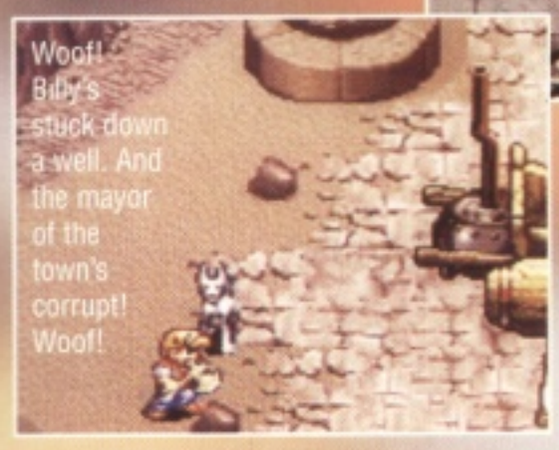
Left: We're reminded of *Noggin The Nog* here. But then, it is late.

Below: *Bridge Over the River Kwai*? Could that be Alec Guinness hiding behind that bush?

Left: Does the fact that it's been rendered on an SGI machine make this boss any better?

Above: *Carry On Up The Jungle*. Terry Scott as Tarzan ahoy!

Above: Suddenly Caligua transformed into a top demon blokie. Yoikes!!



Above: Confronting the robotic dog – keeper of the sacred toasters.

Left: Defeating the bug boss gets you some old bit of tat.

Turn the page for some firey breath from Capcom...

Breath Of Fire 2

Capcom/Marubeni ● 16 Mbit

Though a fine RPG in its own right, the original *Breath Of Fire* failed to ignite the imaginations of gamers in the same way that Square's equivalents do so convincingly, and often. Many felt its encounter system lacked player-friendliness: the game's willingness to throw random monster encounter after random monster encounter upon your party without warning led to many chore-like treks across the surface of its playing world, which left RPG newcomers – especially those coming from *Zelda III* – a bit wary of delving much further.

Nonetheless, it co-operated in cementing the basis of what has become an immensely popular and lucrative genre in the States, where just a few years earlier it was strictly a minor-interest area – the kind of gaming activity perceived to go exclusively with the accompaniment of specs like washing-machine doors, a lightweight rain-resistant outer garment and sensible shoes. The sequel, due out on US import as you read this, can only further the cause.

Reprising the role of the blue-haired buccaneer Ryu, part two sees you returning home after a long day at the forest/plains/enemy stronghold only to find that your fellow villagers no longer recognise you from Adam, your father and sis have done a bunk, and you're no longer good for credit down at the Orc's Sweat Tavern (probably). With no explanation on hand as to what's gone down, Ryu buddies up with a partner and together they set off on a journey to try to unravel the mess. The game starts by picking up the tale ten years on...

Overhauled perhaps only slightly graphically (but then the first game was no slouch, looks-wise), *Breath Of Fire II* offers an isometric-viewed combat system very similar to its predecessor. Ryu's dragon-morphing abilities are still in evidence, as is the old trick of combining two characters' powers to form one almighty beast with which to attack.

The diversity of characters remains, and you'll cross paths with the following throughout the game (these are their original Japanese names, incidentally, if you think some sound a bit silly): Tapeta, a very dapper frog-man hybrid; Rinpu, a feisty-looking tigerwoman; Asupa, a young lady with a close affinity to nature; Rambo, an enormous bull-like warrior (who dwarfs even Ox from the original game); Bosh, a saggy-jawed dog bloke, Suten, a wiry baboon; and Nina, a female warrior sporting Icarus-like wings.

It all boils down to more of the same Breath Of Fireness that saw the original earn a mightily respectable score of 80% when it appeared last year, but with a streamlined edge and no small amount of welcome tweaks. We'll be laying a fiery hot review of the game before you via the sacred offering that is next month's issue of *Super Play*, so start priming those asbestos gauntlets in preparation.

Battles in *Breath Of Fire II* once again take place in an isometric perspective. Little numbers ahoy!

Moving about at night can sometimes be advantageous.

Bosh

Rando

Here's the team in all their Japanese artwork glory, although with Capcom USA's preference for a rather poor Westernised comic book style this might be the last time you see it.

If you want to survive in RPGs, occurrences like hill attacks from harpies should not surprise you.

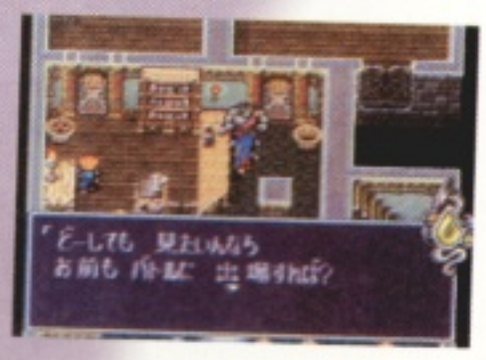
Nina

Above: A rogues gallery of typical *Breath Of Fire 2* nasties reveals the usual assortment of RPG monsters.

Ryu

The hero of the game is able to transform himself into a dragon. Cor.

Tapeta



What we at *Super Play* really want to see is a 32Mbit action RPG set in a cyberpunk future with magic and mecha.

Battles in *Breath Of Fire II* once again take place in an isometric perspective. Little numbers ahoy!

Moving about at night can sometimes be advantageous.

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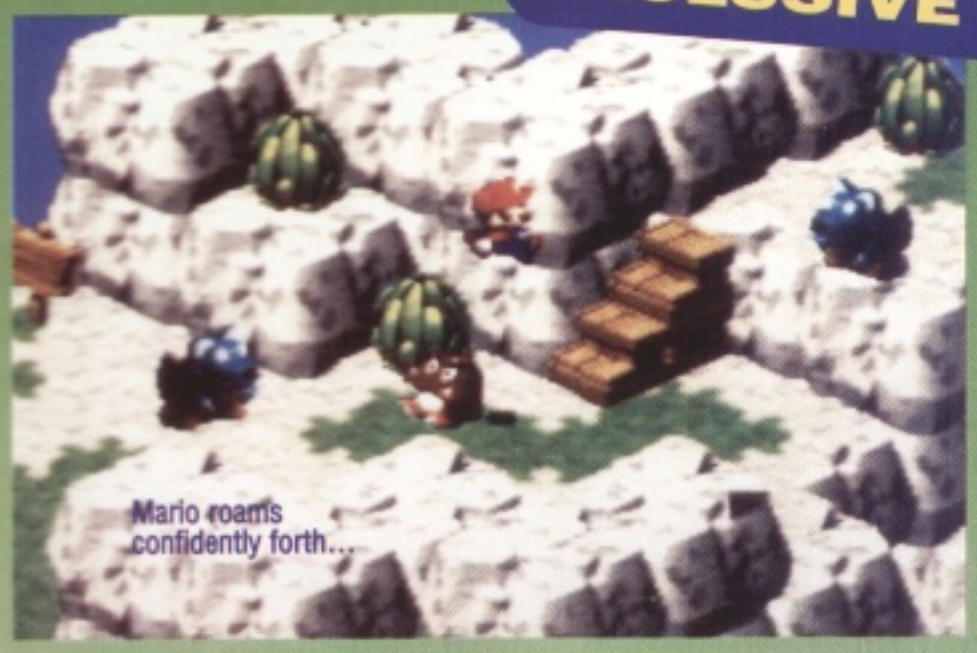
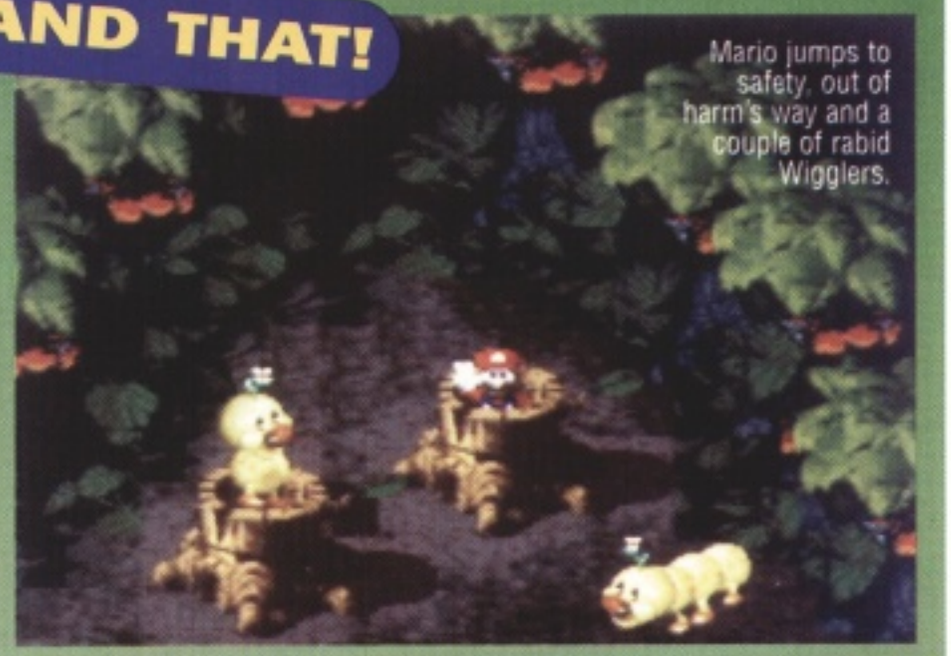
MARIO UPDATE

EXCLUSIVE AND THAT!



Mario roams confidently forth...



Mario jumps to safety, out of harm's way and a couple of rabid Wigglers.

Super Mario RPG
Nintendo/Square ● 32Mbits

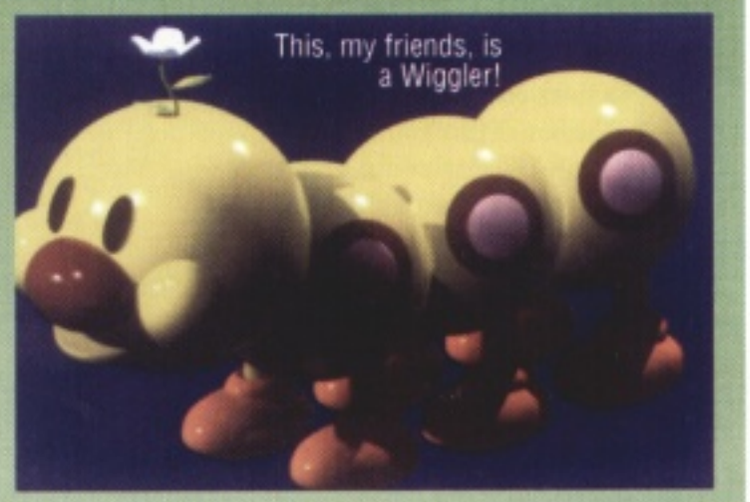
Okay, we admit it: we just couldn't resist bringing you more shots of *Super Mario RPG*. But with these EXCLUSIVE pics we can EXCLUSIVELY *(sorry about this, we've been getting too many 'other' mags in the office of late – Ed)* reveal, among other things, the combat system that the game adopts. EXCLUSIVELY.

Mario meets up with two new characters in his quest to rescue Princess Peach: Aero, a cuddly fellah very reminiscent of the smiley clouds from Mario platformers, and Gino, a wooden puppet with a natty line in togs. Banding together to form a party, they fight alongside each other in battles, with the Italian plumber taking the lead.

Although originally believed to be an action RPG through and through, we revealed *(Exclusively, perchance? – Ed)* last month that the game switches from *Equinox*-style action to a turn-based approach when it comes to the crunch: fighting. It's not, however, a combat system typical of collaborators Square – there's no constant on-screen menu, for example, nor is there an extensive selection process required when using special attacks. Instead, it presents an idea whereby each joypad button calls up an independent action, which makes it both immediately accessible and quick to use. Attacks range from the simple (punches, which Mario administers with Rocky Graciano-like aplomb), to the devastating (Dragon Ball-type laser blasts, which Gino summons with his magic wand), to the bizarre (cymbals, which Aero crashes around his opponent's ears). Those who find the combat sounding a bit lacking in RPG seriousness will be pleased to see classically Square numbers popping out above enemies' heads when your party manages a successful land hit.

We've had a peek at a host of new levels too, most notable of which is one with backgrounds amazingly close to those *Donkey Kong Country* – home to a big bad gorilla, himself not too dissimilar in appearance to the Kongster, strangely.

SMRPG will be sprung upon anticipant Japanese gamers on January 27, with the American release following within six months. Bearing in mind that the UK is getting *Diddy Kong's Quest* just about simultaneously with the rest of the world, perhaps a British release of the game in the summer isn't too optimistic. In the meantime, have a look at these EXCLUSIVE pictures. Et-bloody-cetera.



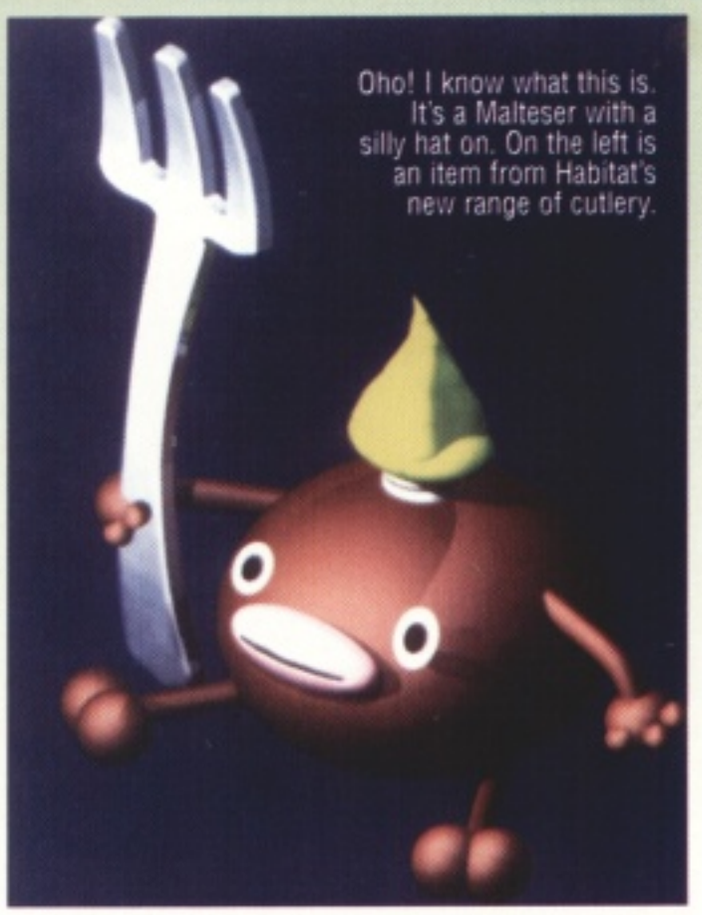
This, my friends, is a Wiggler!

Silly old Mario's burnt his bolognese again.

Small, spiny, robot object.

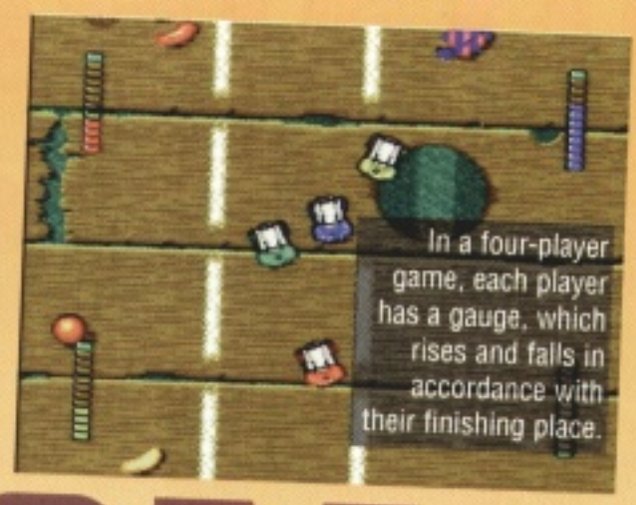
Small, pink, piggy object.

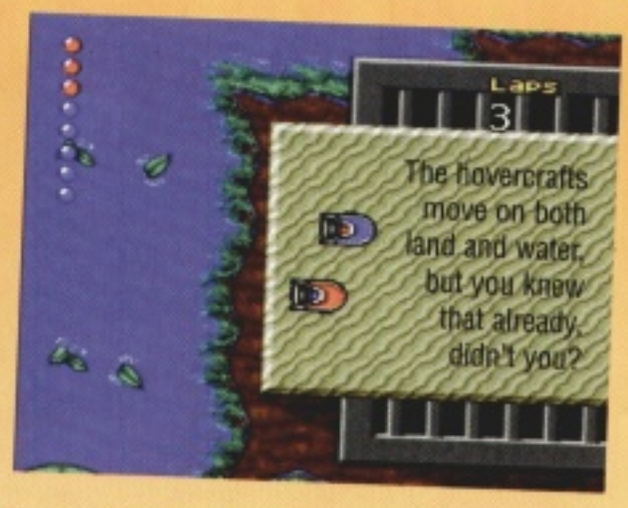
Mario in contemplative mood before the showdown where he'll fell one and all.



Oho! I know what this is. It's a Malteser with a silly hat on. On the left is an item from Habitat's new range of cutlery.

These corn cobs revolve to throw you off course completely.


In a four-player game, each player has a gauge, which rises and falls in accordance with their finishing place.



The hovercrafts move on both land and water, but you knew that already, didn't you?

VROOM!

Micro Machines 2

Ocean ● 8 Mbits

There are certain console games – most often those developed here in the UK, for some odd reason – that appear on the Mega Drive months, sometimes even years, before they reach the machine that could really do them justice. Codemasters' *Micro Machines* series is a perfect case in point. The first game appeared on the NES, then followed on to the Mega Drive, Amiga, and finally, *years* from its first outing, the SNES.

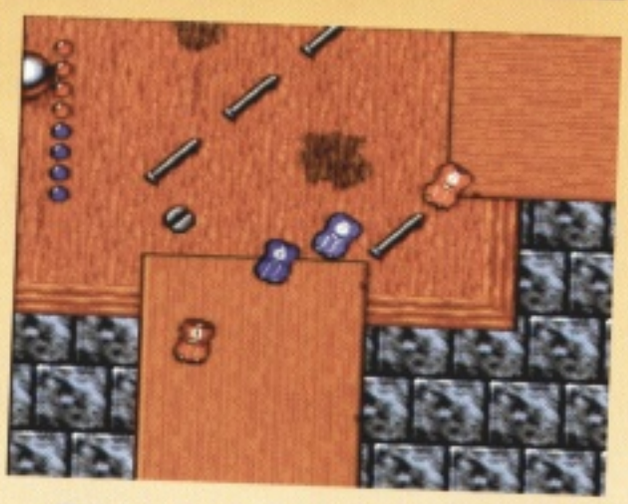
Unlike games such as *Gods* and *James Pond 3*, which had become about as fashionable as a pair of crushed velvet loons by the time they'd crawled over to the Super Nintendo, *Micro Machines 2* has no fear of striding out onto the *Super Play* catwalk only to be greeted with stifled guffaws. Why? Because it has that most enduring of traits, timeless playability, in filthy rich abundance.

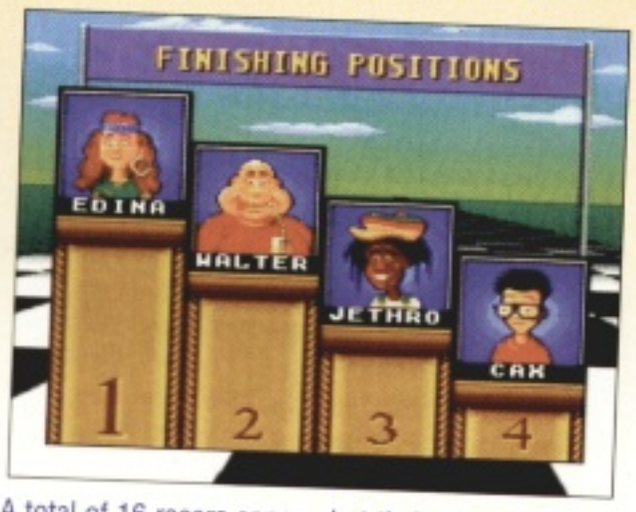
Converted by Merit Studios, the SNES version has just about all of the stuff which made the Mega Drive game such a trouser-shakingly exciting experience. There are 67 tracks in total, some based directly on those of old (the brekky table, for example), but many more on entirely new. The static tracks concept has been chucked away, and there are now animated obstacles to dodge (look out for the drill in the workshop – it's perfect for deftly chicaning an opponent into). The new vehicles include ATVs (zippy and manoeuvrable) and hovercraft (lethargic and floaty), and offer a much wider range of driving experiences than before.

In one-player mode you can take part in a familiar continuous-play option, where if you don't finish within a certain placing it's immediately goodnight; a one-on-one series, where it's just you versus single CPU opponents over a selection of tracks; a time trial, complete with a 'ghost' car mode which races the fastest lap on record as you attempt to beat it; and a new league option, where you can set up footy-style competitions with players set in group tables. In multi-player the choice even runs to allowing 16 players to take part in a knockout competition, though even popular beat combo Oasis and friends would surely have trouble getting together enough hangers-on to take full advantage of it.

The Mega Drive original's most impressive aspect – its simultaneous eight-player mode, which involved the use of a multitap and each player grasping half a joypad each – is nowhere to be seen, sadly. To be fair, its appearance was only really of novelty value (and only a tiny selection of levels could be used for eight-player gatherings), but Ocean are offering no justification for its absence, and it has been duly noted in the Big *Super Play* Book of Review Notes.

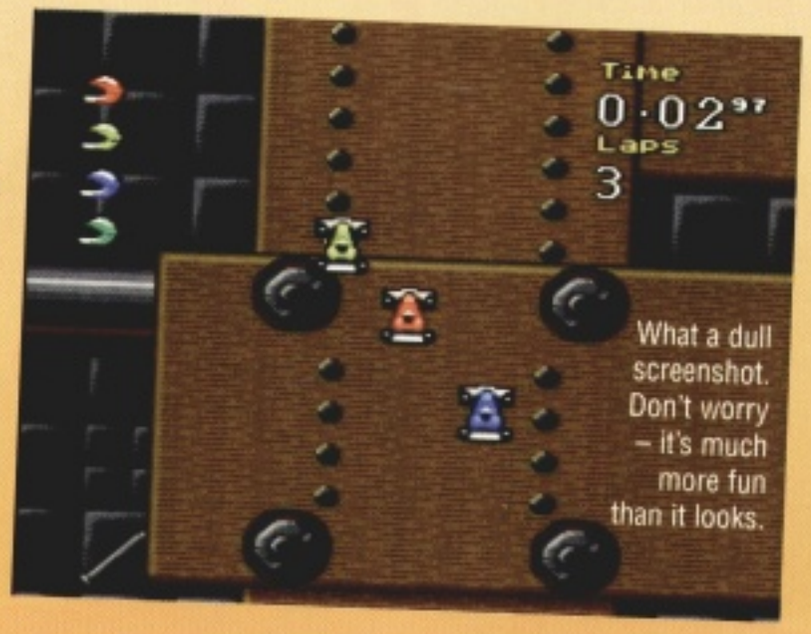
We have a finished version of the game right here in the office (just behind Ollie's desk, on top of the old piles of Dengeki Japanese gaming mags, but don't tell the boys from *Total!*), and we have played it lots and lots and lots. But we can't review it here and now because someone else has the Super Exclusive World Exclusive, or something, and we wouldn't go behind Ocean's back because that would be sneaky. (Mind you, Super Gamer used to do that, but then look what happened to them). No, we'll just say that it looks to be a little bit better than *Street Racer* (which we gave 91%), but not quite as good as *Super Mario Kart* (which we gave 93%). Clear? But of course we can't confirm that for definite until next month. *Can* we?


This is the four-player team mode, where two sets of two players team up against each other.

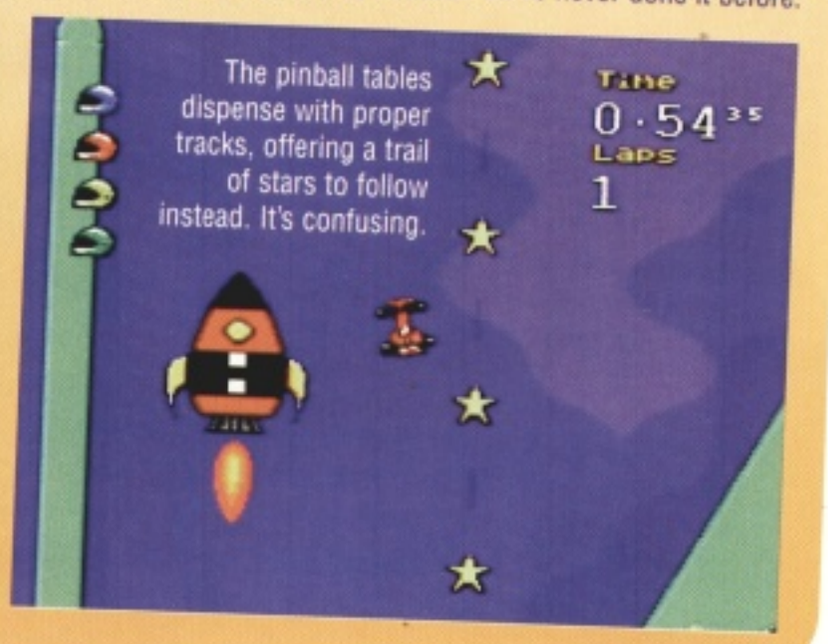


A total of 16 racers appear, but their characteristics only change when they're under CPU control.

Racing through drain pipes was never so much fun. Er, mainly because we've never done it before.



What a dull screenshot. Don't worry – it's much more fun than it looks.


The pinball tables dispense with proper tracks, offering a trail of stars to follow instead. It's confusing.
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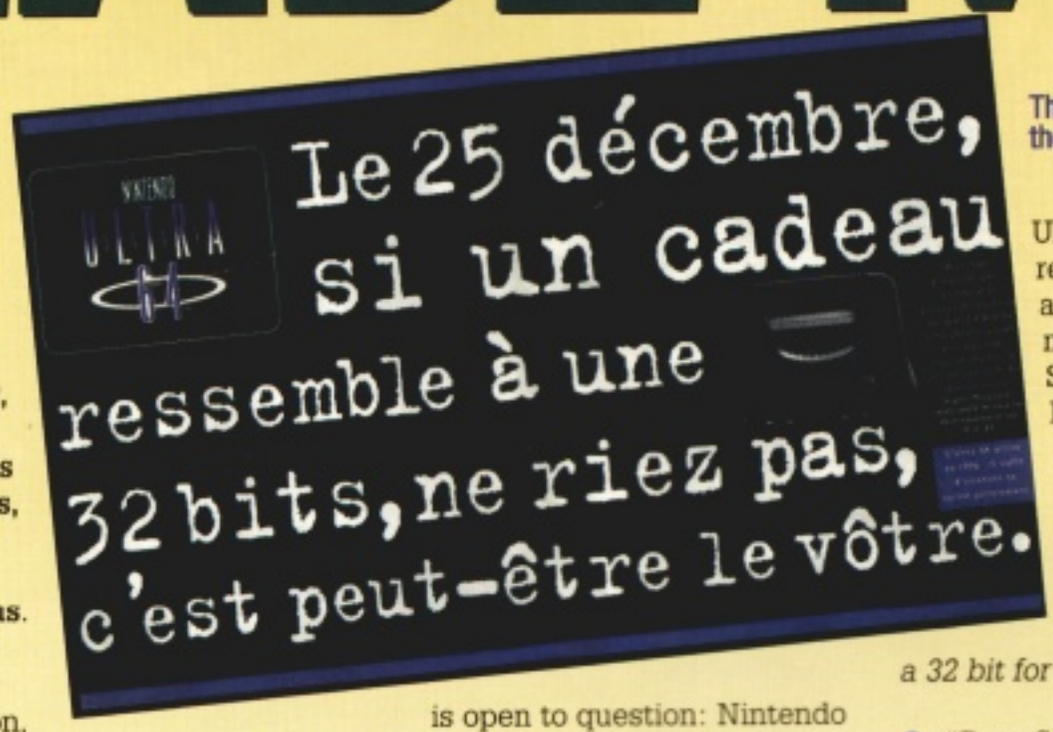
TEASE ME, TEASE ME

Nintendo's Ultra 64 spoiler campaign has lifted off in a big way... but, so far, only in France. The company's French arm has recently taken out not one, but eight glossy pages of teaser ads in a popular Gallic gaming mag, claiming that you'd really be a fool to settle for a 32 bit this Christmas. Why settle for less, when, if you're patient, you could own the Ultra 64, they ask. Be patient, they advise us.

Nintendo are obviously taking their 32-bit rivals, Sony and Sega, seriously (spurred on, no doubt, by the recent European PlayStation launch, which Sony claim saw sales of 100,000 machines in no time at all), and realise that reputation alone won't suffice to prevent gamers looking elsewhere. This aggressive stance reflects that. There's no chance of us seeing such marketing caperings in the UK, of course, but it's the first proof of Nintendo's increasing commitment in Europe, and stands us in good stead for a well-supported UK launch in 1996. When that'll be, is open to question: Nintendo UK agents THE appear to be still finding their feet, but there will be an announcement before Christmas.

Sadly we only had room to print one of them. But we've supplied a guide to what the selection of ads read, just in case you're interested, of course!



The French press are fully geared up for the arrival of the Ultra 64.

● *On the 25th December, if a gift resembles a 32 bit machine, don't laugh, maybe it's yours.* (As illustrated above.)

"For excellent games, the speed and the processing power are second to none. The Ultra 64 is the first console with a real 64 bit processor, the fastest and the most powerful on the market."

Shigeru Miyamoto, in charge of NU64 development

The Ultra 64 is coming in 1996. You'll have to wait its arrival patiently.

● *If you really want to snivel in several months time, ask for a 32 bit for Christmas.*

● *"Dear Santa, when you come down from the sky, please forget about that 32 bit I ordered."*

● If your parents offer you a 32 bit machine for Christmas, reply with a kindly no thank you.

"Ten years ago, the processing power of the Ultra 64 would have cost $14 million, but the extraordinary thing is that it will be available to the public for about $250."

Tom Jermoluk,
president of Silicon Graphics

COMPO! YOUR CHANCE TO BE THE BEST GAMESPLAYER

Yes! By entering another in a stunning line-up of ever-so easy *Super Play* competitions you can win a clever little device which will enable you to find out exactly how you stand in the league of Britain's gamesplayers.

Up until now, this has never been possible, but now with the help of Hasbro's electronic games score communicator, The Hyerscore, you can record your scores for posterity.

You see, Hasbro, famous for one of the best things ever apart from video games – Action Man, have set up a new division Hasbro Electronic Entertainment, and they've developed the Hyperscore unit which connects to your SNES and a cart. Just leave it there while you're playing and it'll record your best score. Then, when you've done, this crafty little piece of technological wizardry will transmit your score via the electronic telephone to a central computer recording high scores from around the country. Your league position will then be sent back to you. The league tables will be on Teletext, so you can check on whether any prizage will be coming your way.

We're assured that these call charges will be kept to a minimum, and there will be safety devices on board to stop anyone from getting obsessed about the whole thing and winding their parents up with a costly phone bill. So, don't you try it!

The list of games you can compete with will be continually updated too, so that should help to keep competitive spirits running high.

Plenty of the UK's best-selling games will be lined up for the Hyperscore treatment.

All this fun for under £30, unless, of course, you're a winner in this month's competition, in which case it'll cost you no more than the price of a stamp.

Thanks to Hasbro, we've got five to give away. All you have to do is guess which Action Man is the best one and why, according to the preferences of the *Super Play* team. Write your answer on a postcard or the back of an envelope and send it to: **Hyperscore competition, Super Play, Future Publishing, 30 Monmouth Street, Bath BA1 2DL.**

Closing date is: Friday, 8th December.

DONKEY!

Squawky the parrot carries our Kong to safety.

Diddy's Kong Quest

Nintendo ● 32Mbits

Remember a few months back, when you couldn't move for previews of *Donkey Kong Country 2*? Then *Yoshi's Island* appeared, of course, and suddenly no-one wanted to talk about Rare's game any more. Rumour even has it that upon seeing the finished efforts of Miyamoto and co., the boys up at Warwickshire insisted that the early preview copies of the game be withdrawn because they were bringing the thing back into the workshop for some adjustments.

On the evidence of the version we'd previously seen in action – from this summer's E3 show in Los Angeles – Rare's decision is one to gaze to the heavens and be grateful for: where *Yoshi's Island* positively oozed with depth of gameplay and sparkling originality, *DKQ* could manage only a dribble at best.

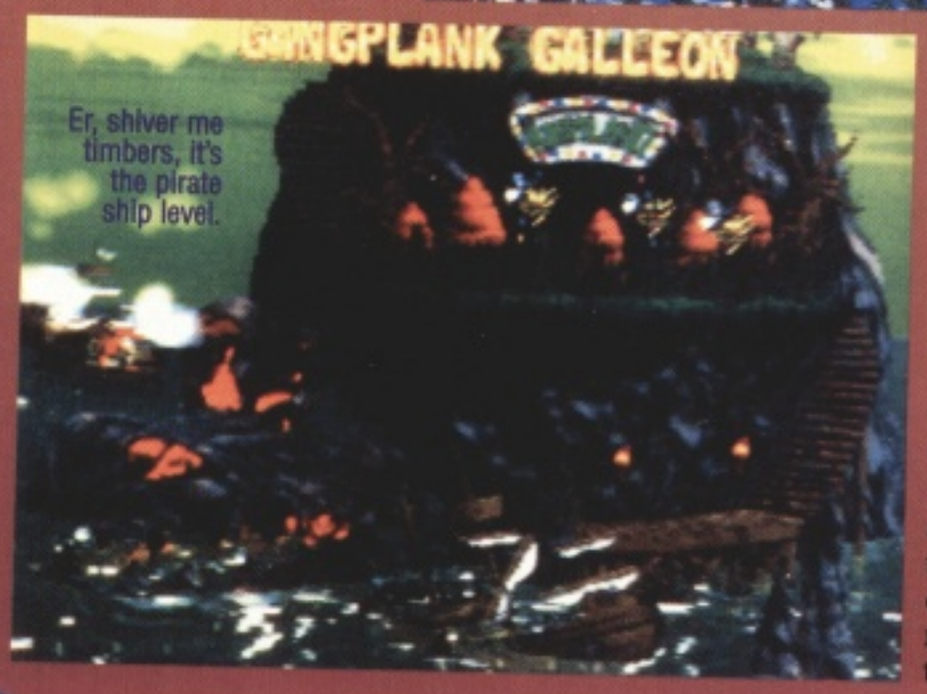
The jumbo-sized platform feel is still there, of course, which instantly eliminates any chances of gameplay as exacting as Yoshi's latest, and, to be honest, many new levels look like mere updates of those from the original. The minecart sections, for example, have been replaced with a fairground rollercoaster, while the fish-riding bits now take place over levels more varied and interesting than the coral-lined sections of Country.

What you'd definitely expected to have been updated, though, appears to go untouched. We were expecting a tribe of new 'friends' on hand to help Diddy out at various points, but have seen only Enguarde the swordfish and Squawky the parrot so far. A missed opportunity, perhaps, considering how much fun the equivalents are in *Yoshi's Island*.

It's perhaps unfair to expect the game to rank on a level with *YI*, though – Shigs knuckled down for four years to produce his magnum opus, while Rare have been at it for only about a year – and we have to say that *DKQ* has one thing that it – or any other SNES game – can match: graphics. We recommend that you hold on to your socks when sitting down to play it because they're in danger of being knocked right off.

Although the game is due out here in late November/early December, at the time of writing not even Nintendo UK have any preview carts, so you'll just have to make do with these – hey, EXCLUSIVE – pics direct from Japan until they stump up a review copy for next month's ish.

Above and right seafaring antics and wobbly bridges are all part of the fare.



YOU'RE BOOKED

The winners of the Manga Books competition that we ran back in our October issue are: Marcus Morgan from Horley, Paul Tomlin from Morpeth, Anthony Cooper from Aberdeen, Chris Thwaites from Ferndown and Taron Wyatt from Bolton. Congratulations all. The sets of books will be making their way to you shortly.

Dirty Pair is one of the new series of graphic novels from Manga Books.

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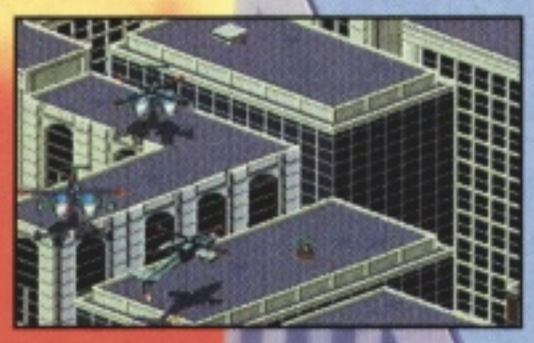

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HELLO STRANGER

Capcom have finally committed to the UK market following an exclusive publishing deal with Marubeni UK. The agreement will give British releases to a number of SNES titles almost simultaneously with their launch in Japan, something just about unheard of with Japanese publishers in the machine's history.

Apart from *Breath Of Fire 2* (see page 10), the titles are:

Final Fight Tough (24 Mbit – February) We've covered this one in these pages in previous months, so you should know by now that it's the third game in the seminal scrolly beaty series. Guy and Haggar are on the case once more, there's a bit of new gameplay jiggery-pokery on show, and that's all we've room for until the review next month.

Marvel Super Heroes (24 Mbit – February) Sadly not the fabulous-looking side-viewed beat-'em-up about to debut in arcades worldwide (to much acclaim, we'll confidently wager), but a scrolling beat-'em-up, with some top characters of the big-chest-sporting and special-powers-having variety from the Marvel Universe nevertheless.

Megaman X2 (16 Mbit – November) After giving the original *Megaman X* 88% all the way back in issue 17, *Super Play* awarded this sequel 80% when it arrived on US import in issue 30. Why? Partly because it was a year on and we felt that it hadn't developed the theme dramatically, but mainly because Capcom's own custom-developed DSP (Digital Signal Processing) chip failed to deliver the thrills we'd been led to expect. An amazing intro boss, some two by three screens big, kicks off the action with promise, but from then on it's pretty much classic *Mega Man* all the way.

The Great Circus Mystery starring Mickey and Minnie (12 Mbit – November) Another game to have been rolled under our critical glare in the past, gathering itself a score of 73% in issue 27. A platformer realised in the classical Capcom tradition, with sumptuous looks and a tinkly-on-the-ears soundtrack, it's a bit too close to its predecessor – *Mickey Magical Adventure* – to be worth much of your attention if you already have the first game. Its simultaneous two-player mode works well, though, and it's still a million times more imaginative and appealing than many similar Western attempts.

He may have had his own *Final Fight* game once but now Guy is just one of the crowd.

Hey Mickey you're so fine, you're so fine you blow my mind, hey Mickey!

But ah, we wonder if the UK version of *Final Fight Tough* will let you beat up the girls?

Ahoy! There's a boat called 'tough gameplay' pulling into harbour and *Mega Man X2*'s aboard.

MOVING AND SHAKING

Above: The new arcade Rockman-Power Battle.

What next for Capcom, then? Well, on the SNES there's *Mega Man X3* and a platformer or two waiting in the wings, which will, fingers crossed all be arriving in the UK shortly. Arcade development, meanwhile, is moving along like a lard-covered bloke in a water slide, with a coin-op starring Mega Man called *Rockman Power Battle* (to be renamed for Western release) on its way, and, as mentioned above, that killer *Marvel Super Heroes* beat-'em-up. Another coin-op due next year is *Toshinden 2*, which is being developed on custom PlayStation hardware by Takara, but the biggest news is that *Street Fighter III* – a polygonal affair with a slew of brand new characters – will pound down the doors of arcades in mid-1996. The coin-op will use custom Ultra 64 hardware, and the home version will appear exclusively on the Ultra 64 shortly after the coin-op's debut.

Behind this healthy-looking schedule lies a company that's been through a few problems of late, and the recent announcement of around 200 redundancies from Capcom's Japanese HQ has shocked many.

After considerable losses in the SNES cart market over the last few years, it's obvious that they've streamlined their operation to reposition themselves for the new-generation console market. And if that means a return to the days when every new Capcom was a major talking point, we're chuffed to bits.

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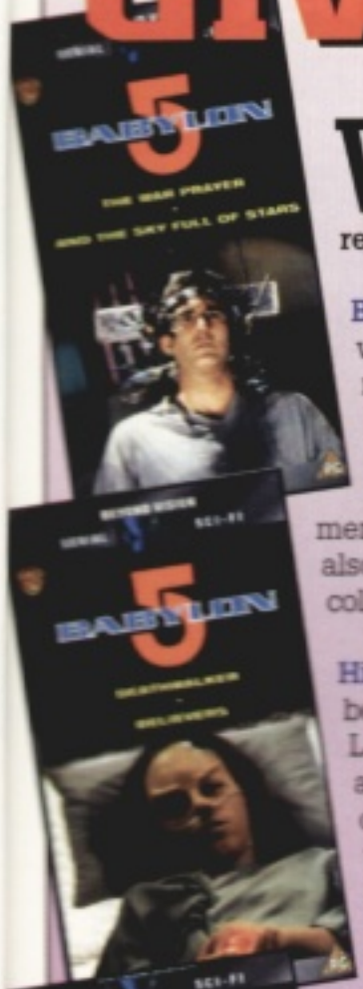

Warner Home Video are celebrating their new Beyond Vision video label by offering two sets of videos to *Super Play* readers. We have the following up for grabs:

Blade Runner **(The Director's Cut) Cert 15** – This widescreen edition of the seminal science fiction movie sees Harrison Ford in the starring role as an android hunter. Rutger Hauer is fab as the really rather ruthless bad type, there's plenty of dark goings-on, and it's all set against one of the most memorable backdrops in cinema history. The video also includes the original cinema trailer and three collector's cards loaded with behind-the-scenes info.

Highlander **Cert 15** – The original and by far the best *Highlander* movie, in which Christopher Lambert, as the immortal Connor McCloud, runs around with a hefty sword lopping people's heads off and generally kicking bot. Perhaps underrated upon its original cinema release, it's one of the rare examples of a good fantasy film to come out of the '80s. This widescreen collector's edition also includes the original cinema trailer.

Babylon 5 **Cert PG** – This corky science fiction serial has slowly but steadily picked up an army of fans since its UK TV debut in May last year. Each of the four tapes here contain two episodes: Vol. 4 – The War Prayer/And The Sky Full Of Stars; Vol. 5 – Deathwalker/ Believer; Vol. 6 – Survivors/By Any Means Necessary; and Vol. 7 – Signs And Portents/TKO.

So, to win these six videos – containing around 559 minutes of tip-top science fiction/fantasy action – simply answer the following questions...

1 Who directed *Blade Runner*?
A Tony Scott
B Ridley Scott
C Mr Scott out of Star Trek

2 What's Highlander's catchphrase?
A "There can be only one."
B "Us blokes in kilts always have the hardiest weapons."
C "Away with yez, ye lilly-livered Sassenachs!"

3 How are the graphics produced for *Babylon 5*?
A On a Silicon Graphics workstation
B It's all to do with mirrors
C On a Commodore Amiga

Bung your answers on a postcard or sealed-down envelope to 'Gimme Those Vids Compo' at the usual *Super Play* address. The competition closes on Friday 8th December.

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arcane will cover it all.

First issue on sale Thursday
9th November £3

THE CHARTS

For weekly UK SNES chart updates you can either tune into Digitiser, Teletext page 470, Channel 4 or fill BT's coffers and read the Super Play page on the Internet at http://www.futurenet.co.uk

ELSPA – European Leisure Software Publishers Association Ltd

OFFICIAL GALLUP UK SUPER NINTENDO CHART

1	SUPER BOMBERMAN 2	Hudson Soft/Virgin	SP21 91%
2	MORTAL KOMBAT 2	Acclaim	SP24 90%
3	RISE OF THE ROBOTS	Acclaim/Mirage	SP29 33%
4	MICKEY MANIA	Sony Imagesoft	SP26 87%
5	ANIMANIACS	Konami	SP26 28%
6	PRIMAL RAGE	Time Warner Interactive	SP36 60%
7	DONKEY KONG COUNTRY	Nintendo	SP27 90%
8	STARWING	Nintendo	SP7 93%
9	BATMAN FOREVER	Acclaim	SP44 61%
10	INT. SUPERSTAR SOCCER	Konami	SP30 92%

BLABBERMOUTH

with Kris and Tel

Good morning, Terence, I hope I find you in fine fettle.

Oh, not really, Kris – my parents caught me building a custom satellite modem in our basement last night. Trouble was, I'd nabbed some parts from their new VendiBrek™ automatic breakfast machine in order to finish it off. Looks like I'm grounded indefinitely. Have you got anything to cheer me up?

Well, I've just heard some hot stuff about that Ultra 64 3D beat-'em-up that was mentioned in these pages a while back. My contact reckons it's better looking than *Virtua Fighter 2* and even Sega's new coin-op, *Fighting Vipers*, which, as I'm sure you know already, looks amazing itself. Apparently the game's going to have the biggest fighters ever seen in a fighting game.

Hmm. I can't remember the last decent beat-'em-up to come out of the States. *Weapon Lord* missed the point completely, and the *Mortal Kombat* series is starting to get a bit of a joke. Japanese developers seem to be the only ones who are able to get it right. Excepting *Killer Instinct*, of course.

Oh dear, you are on a downer. Well *I'll* still be watching its development closely, anyway. You mentioned *KI* and *MK3* there – have you heard about our poor old gaming pals in Germany – gamers there are never going to see them on the SNES. Apparently Germany takes a slightly different view of violent games than the UK does – instead of being released with age ratings, they're banned completely over there.

Cripes. But you're talking about two of the biggest and most important SNES releases of the year…

Yep, well, Nintendo Germany have decided to release the rather more fluffy *Yoshi's Island* instead as their big Christmas game.

Methinks that'll ease the pain somewhat. But how come other European gamers are getting it before Christmas, when we don't even know when it's gonna be released here?

I gather it's something to do with Nintendo's French and German outfits being wholly-owned subsidiaries, or something. Nintendo UK isn't that kind of set-up, apparently, and that's why some European magazines have been running ads for the Ultra 64 – because the European Nintendo offices are calling the shots.

I think I understand. Now, I've got a bit of news for you – Acclaim have just been waving around their chequebook in order to buy the developers behind the SNES version of *Doom* – Sculptured Software – and the Britsters Probe Software. They've always had a good relationship with them, of course, having used them to produce home versions of the *Mortal Kombat* series in the past, but this puts them in an amazing position. They're already one of the largest publishers in the world, and this could eventually make them the biggest in the world.

So what sort of money are we talking, exactly?

Acclaim haven't said officially, but it runs into millions. Not a bad deal from Probe's point of view, bearing in mind the company was set up around ten years ago with about £200…

Not bad at all, I'd say. Now, did you hear about the blunder made by American gaming mag Diehard Gamefan? A couple of issues ago they printed some horrifically offensive anti-Japanese editorial in their organ. They're now apologising to anyone who'll listen.

Yes, outrageous, wasn't it?

Almost as outrageous as Square not releasing *Secret Of Mana 2* in the West…

Indeed, what a calamitous development. I'll be keeping my probes crossed in hope that they change their minds. Right, I'd better be off – perhaps if I can get this VendiBrek™ back in working order I'll be able to go out of the house before the turn of the century. Bye!

Good luck, bye!

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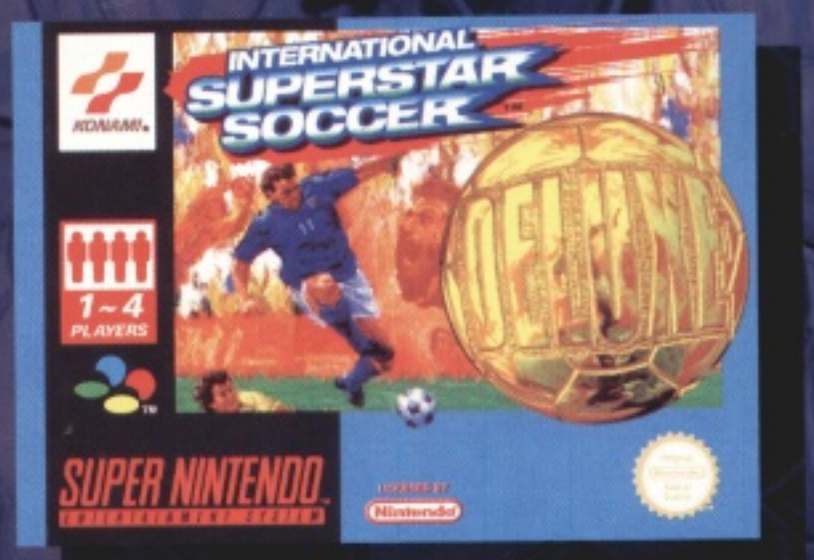
It's a whole new ball game...



It's more than just a sequel...

New teams, new players, new stadiums, new strategies and new techniques.

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★ Increased CPU intelligence to challenge beginners and experts alike
★ 36 international teams featuring recognisable celebrity players
★ Real, live commentary, 7 different stadiums and new stadium video screen
★ International Cup, World Series and fully editable tournament modes
★ Choose from 16 formations, 8 strategies, 20 players and 9 adjustable player skills to create your perfect team
★ Four way play also possible

A load of old balls it ain't!

Release Date: 3rd November 1995 SUPER NINTENDO ENTERTAINMENT SYSTEM

Here's Ranma in her female form... Possibly slightly more for the boys though!

Girls' World

ANIME WORLD

Pronounced 'ahh-nee-may'

By Peter J. Evans

"Handsome men" in *Legends of the Galactic Heroes.*

Before we start on this month's trivia, I'd like to get serious for a sentence or two. Readers of last month's Anime World may recall my comments concerning Manga Video's financial involvement in the production of Shirow's *Ghost in the Shell*. Well, I'd like to make it clear right now that any rumours about Manga trying to alter *Ghost*'s content are just that – rumours. And I've since found out that they're not true either. That'll teach me to listen to gossip...

Here endeth the lesson. Meanwhile, it has also come to my attention – and this is true – that some big names in the anime business have been conducting a fair amount of research in the past couple of months. It seems that a gap has been noticed in the market, and everyone is rushing to fill it with shiny new video tapes.

So what is this missing cog in the money machine? Put quite simply, the problem is this: anime is selling, but only guys are buying. Where Japanese animation is concerned, the nation's better half is definitely not forking out.

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To be honest, it isn't all that hard to see why the ladies are staying away. Most anime is geared firmly at the young-adult-male demographic, with plenty of violence, gore, and nudity to keep the punters happy. There is nothing wrong or unusual about this – the shows in question were made in Japan for just that audience. However, the Japanese also make just as much animation for the female market as for the male, and, as such, the fan market over there is pretty evenly spread across the sexes. Over here, a kind of runaway Catch-22 situation has taken over: girls don't buy anime, so companies don't bring over titles that girls will buy, and so on, ad nauseum. As a result, going to an anime convention in Britain is like entering a monastic community, only louder, and with more beer.

So three cheers for any company who is trying to even the balance. In the interests of equality, let's take a peek at some of the titles that might just appeal more to the female market, or at least be popular across the board...

There are a few obvious choices. Most of Rumiko Takahashi's work can appeal to both sexes, although the large amounts of slapstick and lechery in titles like *Urusei Yatsura* and *Ranma 1/2* can serve to steer them back into the male domain. A more probable bet might be *Maison Ikkoku*, which ran for 100 episodes between *UY* and *Ranma*. *Maison Ikkoku* is unlike many of Takahashi's other shows in that it isn't really a comedy: it's more accurately described as a kind of romantic soap opera, based around the inhabitants of a large apartment house. The manager of the house is a young widow called Kyoko, still grieving the death of her husband and trying to keep the residents (most of whom are lunatic in one way or another) under control. Kyoko is romantically pursued (sort of) by both a wandering college student named Godai, and Mitaka, a rich and handsome tennis pro. While this emotional triangle forms the centre of Maison Ikkoku, the series is given endless layers of depth by a multitude of side characters and their stories. There are no big events here; no explosions or psychic powers – just ordinary people living in an ordinary world, drawn with Takahashi's unique flare. An aerobic workout for the tear ducts.

If soap isn't your thing, but handsome young men in tight-fitting uniforms are, then you could do worse than *Legend of the Galactic Heroes*. Based on a series of Japanese sci-fi novels published in the early 80s, *LOGH* is, at heart, your typical large-scale space opera, with the Free Planets Alliance and the Galactic Empire going at it hammer and tongs for control of a large chunk of the galaxy. What is different about the show is that it mainly takes place on a personal level: while there are a couple of space battles at the beginning, the series is made up largely of complex political shenanigans in sumptuous palaces, flashbacks to scenes of dewy-eyed male bonding under a college sun, and some serious character-based storytelling. The almost total lack of female characters can be off-putting for a male audience, but lecherous females can take their fantasy pick from literally dozens of wide-shouldered young heroes in Prisoner of Zenda uniforms. I have honestly seen women go quite peculiar while watching this.

Moving at quite a different speed from the previous two examples is *Video Girl Ai*, which has, in some quarters, an undeserved reputation as little more than male wish-fulfillment soft-porn. However, once you actually watch the thing, *Video Girl Ai* turns out to be one of the most painful and imaginative love stories ever committed to screen.

The story concerns Ai Amano, who is a Video Girl'; basically a recording of a girl talking to you nicely for a while, with variable erotic content (apparently these actually exist in Japan). A fault in the video she is played on brings her into the real world, and into Yota Moteuchi's tangled affairs. You see (strap yourselves in, could be a bumpy ride), Yota is hopelessly in love with Moemi, a girl at his school, but she is in love with Niimai, Yota's best friend. Yota loves Moemi so much that he won't tell her how he feels, and indeed even helps the affair along, despite the fact that Niimai isn't all that interested. Moemi regards Yota as a good friend too, and regularly confides in him about Niimai. Enter Ai, who promptly falls for Yota, but only has a limited time on Earth to do something about it.

Once again, *Video Girl Ai* is a show about people, and what damage they can do to each other while only having the best of intentions. There is a little soft-focus nudity, and the ending gets a little pyrotechnic, but for the most part it is a beautiful and very touching love story, and marketed right could really kick up a storm over here.

There really isn't any shortage of animation made for the female market in Japan: one only need look at the success of shows like *Sailor Moon* to see what a huge market there is out there. Whether the problem in this country is a lack of product, or merely too much of a cultural divide (it's been said that the reason girls don't go to anime cons is that they've got better things to do) remains to be seen. Let's hope that the right shows and some canny marketing can tip the sexual balance a bit closer to equilibrium.

If anything happens, rest assured I'll let you know. See you in a month!

On the right is Ai – your friendly video host.

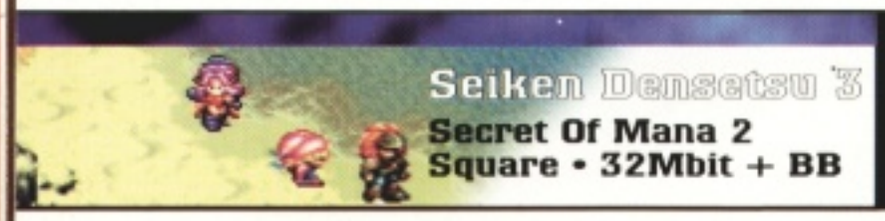
ANIME CONTACT

***Anime FX* (formerly *Anime UK*) *magazine* (£2.70) and *Manga Mania* (£2.50) are both available from all good newsagents and SF/comic shops.**

More of those galactic heroes in their snazzy uniforms.

FANTA

Not one, but two of the biggest RPG releases of the year have suddenly appeared on the big Super Play doormat and to show we're not greedy here's a full five pages on what are currently the hottest titles on the SNES!



Seiken Densetsu 3

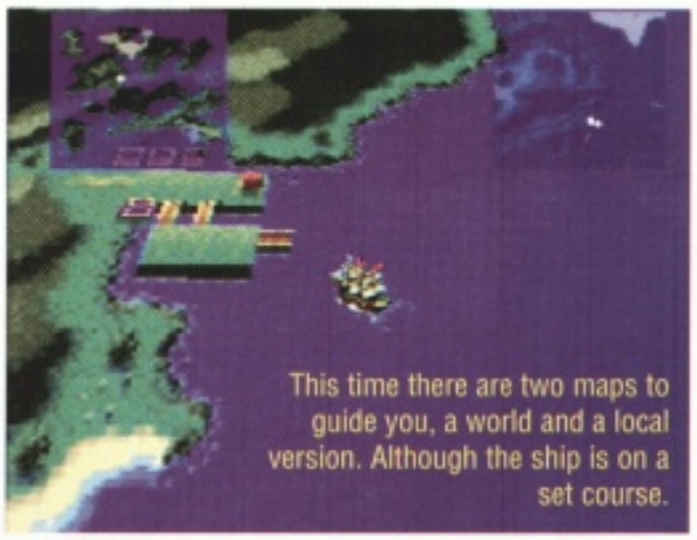
Secret Of Mana 2
Square • 32Mbit + BB

Triangle story

Well, you certainly can't accuse SquareSoft of resting on their laurels. *Seiken Densetsu 3* (or *Secret Of Mana 2*, *if* it gets released in the West – but more on that later) is their third game this year, with another to come before Christmas (*Romancing SaGa 3*) and two more for January (*Front Mission – Gun Hazard* and *Super Mario RPG*). However, for many American and European gamers it's the *Mana* series that holds a special place in their hearts. After all, it was the first real success Square had in the West.

One of the first things that strikes you is that this still feels like *Secret Of Mana*. The opening music is a nice remix of the original theme and many of the same instruments and sound effects have remained, just to make you feel at home. What has changed, though, are the graphics. There were mixed feelings as to whether *Chrono Trigger* was an advancement on *Final Fantasy VI* (*III*) or not.

The artists at Square's new decision not to use hard blacks for shading, instead preferring darker shades of the existing colours was a brave move, but it sometimes resulted in a slightly washed out picture, almost making you want to reach out and adjust the contrast at times. With the new game they seem to have learnt by their mistakes and the only term that can be used for *Mana 2* is 'lush'. If *Final Fantasy* is dark and gritty, then *Mana* is a fantasy of colour. In fact it's hard to see how graphics on the SNES could be bettered. The amount of detail on everything is amazing.



This time there are two maps to guide you, a world and a local version. Although the ship is on a set course.

Lost in the forest. Bounce on a little blob and you'll soon find yourself high above a typical Mode 7 map and able to get your bearings. But you'll soon come back down to Earth with a bump.

Liese starts her story high on a mountain top, proving her fighting abilities.

ASY QUEST SPECIAL

by Wil Overton

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re two maps to orld and a local the ship is on a set course.

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h on a mountain fighting abilities.

But graphics are only half the story. This is an action RPG and we want to fight! Luckily, here again, Square have learnt from the first game. Although *Mana 2* still allows a multi-player environment, the intelligence of your companions in the one-player mode is much improved. For a start, they don't get caught on bits of scenery any more. Should you lose them off the screen, just wait a second and they'll come running along. They're better fighters now too and more than capable of holding their own, which allows you to concentrate on your own tactics. Also now, instead of holding your attack button down to build up to a power attack, each successful hit adds a bar to your meter. Build up five bars and you can unleash a more powerful strike. A small addition, but significant in that you aren't left defenceless while waiting to build up your attack. Even so things can get very hectic and confusing in the heat of a battle. No

Left: It's a bright new day and little rabites come out to play, only to find themselves sword fodder for Duran.

Below: Hello, haven't we been here before? This time it's Duran who saves little Charlotte from the big drop.

Left: It's dusk now and all the little rabites are asleep. You can still take a pop at them though. But beware, when night falls, the dead start to rise.

WOAH! BIG CRAB!!

The bosses in *Seiken 3* are certainly a lot more impressive than in the first game. This giant crab easily compares with the best Konami has to offer.

Blimey, Duran's down already. Things look grim...

...and now Charlotte's caught in the beams.

The secret is to take out the eyes.

A few energy reviving sweets and a cup of life later and the crab doesn't prove too much of a problem. But this is only the first boss, what on earth comes later on?!!

I WANNA TELL YOU A STORY

If there's one thing Square want to promote with *Seiken 3*, it's feeling. Getting to know the characters and becoming involved with each of their stories is, they feel, very important to creating a believable world (and who are we to argue?). Your game starts, then, with the story of the first character of the three you choose, giving you a total of six different beginnings to the game. Which one will you choose?

Just why does Kevin end up burying his dog?

Kevin's story starts with him taking a nap along with his trusty hound, but the dog doesn't stay friendly for long.

More Mana and Ogres over the page...

FANTASY QUEST SPECIAL

Seiken Densetsu 3

Secret Of Mana 2
Square • 32Mbit + BB

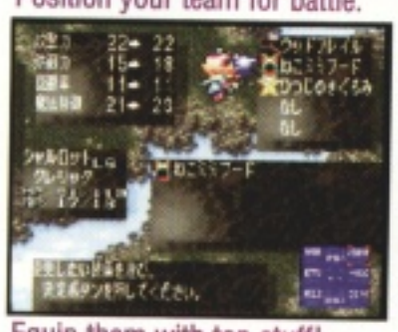
The amazing use of purples and blues used to depict shadows and nightime.

Above: The daughter to the the Queen of Altena, Angela, does a nice line in buttock taunts.

The spirit of the Mana tree is embodied in the fairies. These can travel along with the heroes and help them.

WHAT'S ON THE MENU

Position your team for battle.



Equip them with top stuff!

Instead of using the ring menu to equip your characters and adjust other details, the new game puts all non 'in-game' essential menus on a separate series of screens. It's here that you can study stats, equipment and magic, as well as adjusting windows and your companions battle positions.

And check how they're doing.

RINGING THE CHANGES

Mana's wonderful ring menu system is still very much in evidence in the new game, but, although it loses some of its character control functions (see menus box) it does reveal some new features. The most fun of these is the booby trap treasure chest which starts a roulette wheel ring that can sometimes taint your good fortune with poison, an arrow strike, large spikes rising under your feet or even by making the chest come alive and jump on you.

The roulette wheel of fate is sprung upon Duran. Will it be spikes, monsters or a living chest!

matter where you place the rest of your party on the battle grid (which supposedly gives far greater control than in the first game) they both seem to just steam in. As the non-player characters don't automatically heal themselves you may still find that you're the only one left standing after a particularly heavy encounter.

There really are so many great new features to *Seiken Densetsu 3* that even playing it through in Japanese (and thus losing many finer points of the story) is a joy. Massive bosses, a brilliantly implemented day to night feature (you fight different enemies depending on the time), and the ability to change the storyline, depending on what characters you choose, all go to make this, arguably, Square's finest moment yet. Forget the next generation machines, they don't have anything that compares to this.

The $64,000 question

Since the release of *Seiken Densetsu 3* in Japan there have been some disturbing rumours concerning its release in America which, of course, has a direct bearing on it ever reaching our RPG starved shores.

It seems that Square of America have big reservations about the game ever being translated, due to what they consider to be 'severe programing problems'. These apparently relate to the combat engine, although we haven't yet been troubled with any difficulties, and Square are citing a six month period to reprogram the game for a US release, time they consider not worth the effort. It seems that 'bugs' are an acceptable facet of Japanese gaming, but not so in the West.

Considering the success the original game has had in the West (over 500,000 copies in America alone), and the advances the new *Mana* has made in terms of graphics and gameplay, this does seem a rather odd attitude on the part of Square of America and the amount of interest the rumour has created amongst RPG fans on the internet (always a vocal group, granted) is rapidly turning into a bit of a riot.

If you feel the urge to add your voice to the growing masses wanting a Western version of *Seiken Densetsu 3* (we already have) then you could do worse than to drop a line to :

Ted Woolsey
SquareSoft
8351 – 154th Avenue N.E.
Redmond WA 98052
U.S.A.

or if you're in possession of an internet connection the address is: **SquareS@aol.com.** but no flames, eh, we're all adults here.

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FANTASY QUEST SPECIAL

Tactics Ogre

Let Us Cling Together Quest - 24Mbit + BB

Still clinging together...

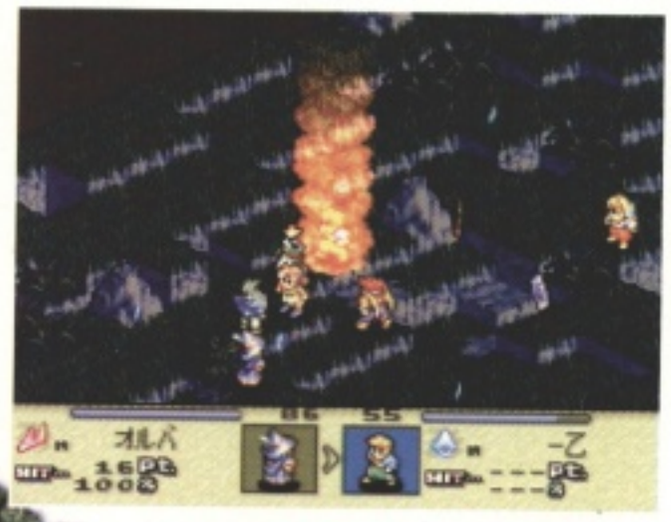
If ever there was a crown for 'most delayed game' then Quest's follow-up to their strategy wargame-cum-RPG *Ogre Battle* – *Tactics Ogre* – must surely have first dibs on it.

Rather than just rehash the first game, Quest have given the entire system a complete overhaul. Taking the isometric perspective that *Ogre Battle* used for its combat sequences, they have improved it out of all recognition to something more akin to *Front Mission*. Castles, towns and the surrounding countryside are now all stunningly rendered with hills, houses and obstacles which all influence the outcome of battle. In fact, it's this multi-level approach that really brings the skirmishes in *Tactics Ogre* alive. Characters lose distance if they have to climb over a hill, and weapons all have to take account of the surrounding scenery. Even the direction your character is facing is important and sneaky tactics such as attacking your enemy from behind are rewarded with a greater strike.

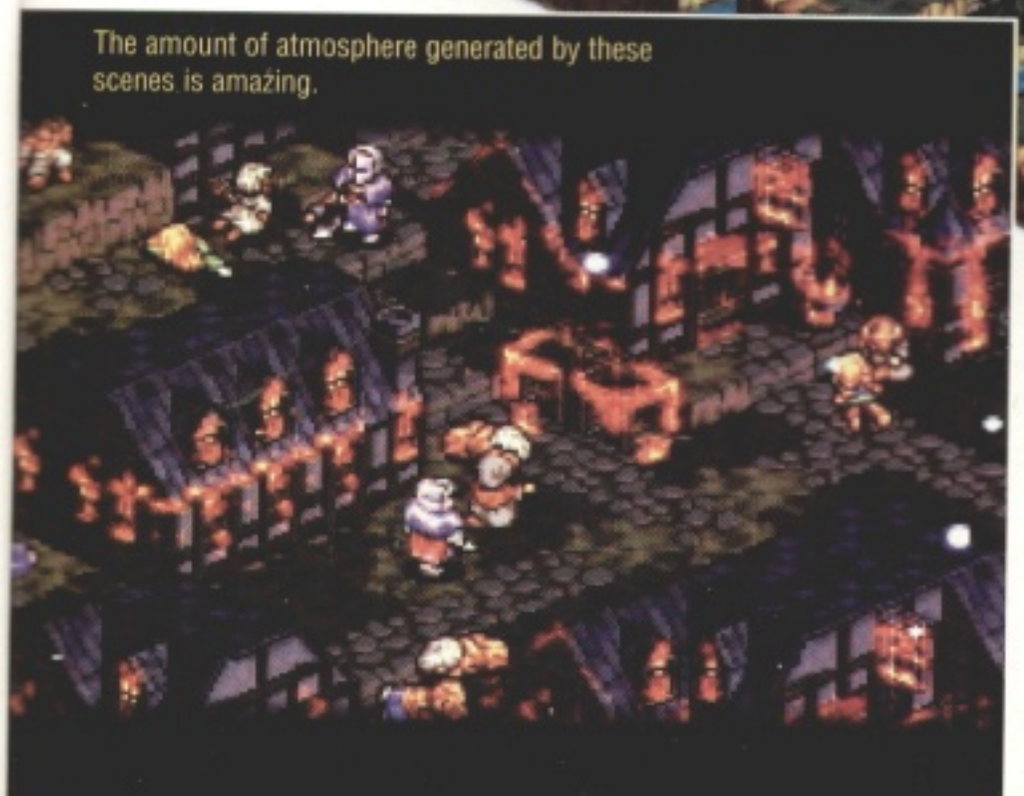
The glorious crumpled parchment map is just one of the amazing graphical touches that makes *Tactics Ogre* stand out.

This is the first real battle you'll encounter. Get the big ogre guy with the hat!

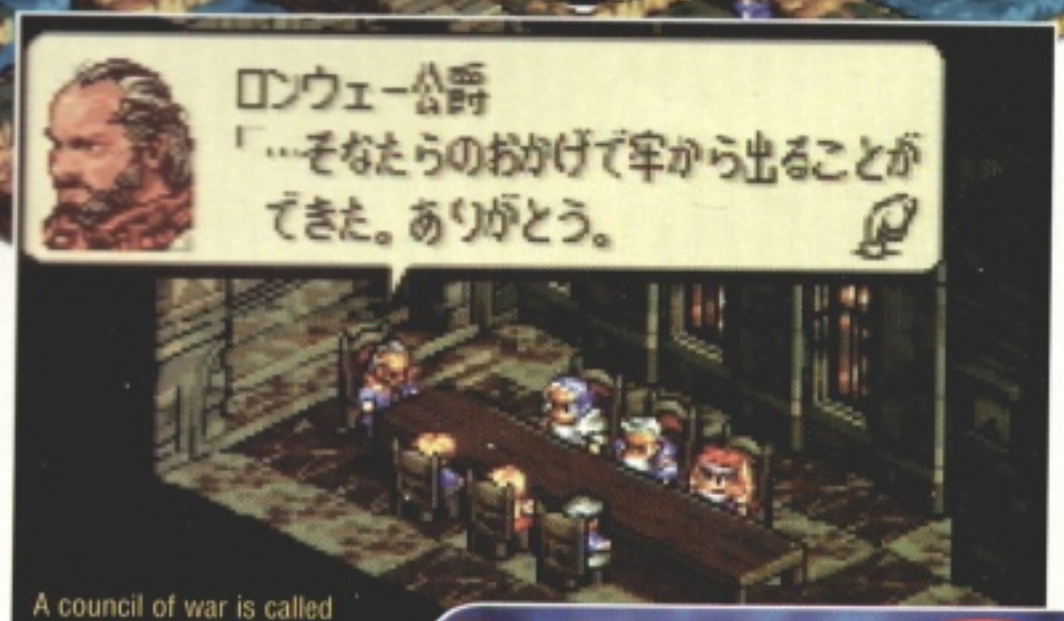
It's like watching a mini movie when all the characters are going about their business. But it's precisely here where *Tactics Ogre* also falls down. For the amount of stats and information available on everyone, you can only control



Your character on the receiving end of a particularly irksome sorceress.



The amount of atmosphere generated by these scenes is amazing.



A council of war is called after a tough battle with the undead.

More Tactics Ogre over the page...

FANTASY QUEST SPECIAL

Tactics Ogre

Let Us Cling Together
Quest • 24Mbit + BB

THE ANATOMY OF WAR

Even though you only get to control one character in battle (well, that's one more than *Ogre Battle*!) skirmishes can still be enjoyable. The other players controlled by the computer are all very intelligent and will always try to get into a position to help or heal you, should you get low on hit points. After all, should you die, the game's over.

This is the very first encounter. You've automatically moved into a safe position and your stats are healthy.

The green areas are where you can move to.The further up you climb, the less distance you can travel.

After making your move, it's time for some fighting action. Not being near anyone it's time for the bow.

As it turns out, this initial skirmish is a bit of a non-event. The chaps you meet are actually on your side and you soon go off for a bit of a planning meeting.

one character. Take a minute to perform your move and you'll spend the next three watching everyone else go about their business. Not that they don't perform intelligently enough, but the frustration that you can't control all of your party's movement is immense.

Once again, the role playing element that was almost non-existant in *Ogre Battle* is also very slight here – it's limited to making a few negotiations and alliances. After each battle the little characters go off to advance the storyline and then it's off to the map and that familiar sampled cry of "fight it out", before going on to the next battle.

Because *Tactics Ogre* lets you get by with a minimal amount of actual interaction, it is possible to play through the Japanese version fairly easily. We will, however, have news about a possible Western translation soon. Watch this space.

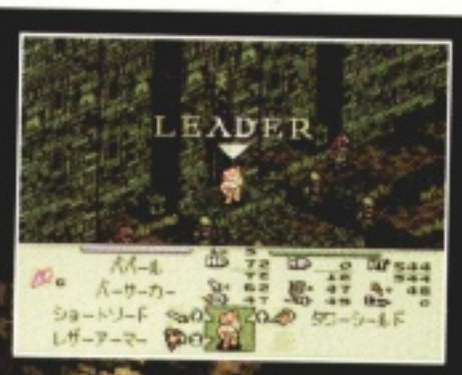
The training mode shows you all the basic tactics and manoeuvres for all the characters.

The brown areas now mark the range of my chosen weapon. This ain't good. I can't hit a thing.

Above: Father Dowling investigates the case of the George Romero convention.

Above: You get a chance to position your character before a battle.

Character portraits are extremely well done.



Above: Get this guy and the battle is yours.

The evil that men do is demonstrated during the title sequence.

The team participate in a 'non-interactive' RPG bit.

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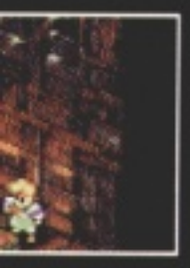

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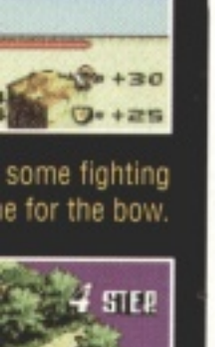


are extremely

Above: Get this guy and the battle is yours.

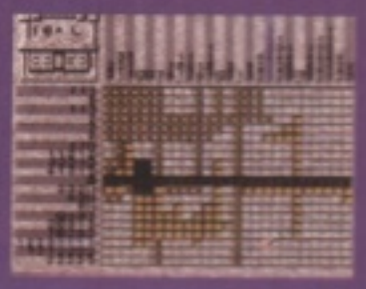
JAPAN GAME WATCH

Every month (erm, apart from last month, when our office was descended upon by a plague of giant mecha-locusts, or something), we use our miles-wide nets to scan Japan for upcoming games. Hauling them in, we immediately throw back the tiddlers and the malformed, while picking out the juiciest-looking ones for preparation and presentation here on the gently warmed platter that is Japan Game Watch. Please pull up a tatami mat, sit down and enjoy your meal.

There's a weird pattern that's emerged since this column began, and it shows absolutely no sign of letting up. It concerns characters of a distinctly Western origin popping up in games developed in Japan, for Japan, and *Casper* is another example. It's a cross between Infogrames' ancient 8-bit isometric hit *Get Dexter* and *Haunted* on the Mega Drive. Which is no bad thing in our book.

Casper spooks about in typically friendly manner.

Game Boy owners will already be familiar with *Mario's Picross*, Nintendo's biggest Super Famicom release until *Super Donkey Kong 2* is released Nipponside. We've dabbled with the handheld version and found it quite absorbing in a silly kind of way, but it's certainly not the next *Tetris*. The 16-bit version is a close replica, with the same boring monotone graphics but more levels and more cluttery presentation. A UK release in the new year is likely, and we'll be reviewing it next month.

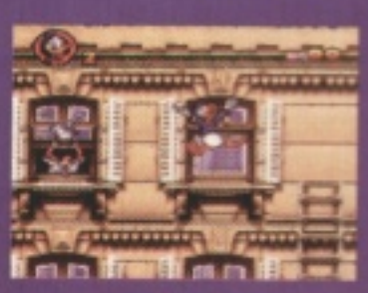


Looks like an accounts package on the PC.

To go with *Picross*, Nintendo have another puzzly title in the wings. Something of a surprise release, *Paneru Gopon* is a completely different game, having more in common with everything from *Puyo Puyo* to *Hebereke's Poppoon*. As far as we know it's not a falling-blocks affair, though – instead the player has a sort of pair of cursors which are placed over blocks to manipulate them. We think. It should be worth a dabble, whatever.

Paneru Gopon – Nintendo's latest puzzler.

Capcom are continuing their pursuit of Disney licenses with *Donald's Magic Hat*, a game which doesn't appear a particular advancement over similar games on the Mega Drive. Actually, it looks very much like *Mickey's Mystical Quest* on the SNES, if we're honest, only with Donald Duck and a hat in it.



Donald wearing his legendary magic hat.

Fans of Wil Overton hairstyles (no, not the ones he draws, his *real* one – you wouldn't believe how close it is to anime characters' mad barnets) will no doubt look forward to *Dragon Ball Z: Ultra Goku Legend* from Bandai. It uses the same basic format as the former games (bloke jumps a thousand feet into the air and unleashes a fireball the size of Weymouth, before getting one straight back in his mush), but it's all in rather lovely isometric 3D.

The latest *Dragon Ball Z* instalment.

Finally there's Enix's latest, which is currently in development under the title, *Maho-Jin Grugru 2*. It's based on a popular Japanese manga, and apparently includes lots of stupid jokes from it. Um, which probably all means that there's no chance at all of it being of much interest to Western audiences. In fact, why's it here at all? *(I was thinking the same thing. – Ed)* Oops. Hey, it *looks* nice.

Maho-Jin Grugru 2 – catchy title, eh?

If you thought all videogame mags were the same...

Think again

The Official PlayStation Magazine No.1

On sale this month

PlayStation. Future Publishing SONY

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THEY CALL I

In this wee featurette, Super Play sneaks an early peak at two of the biggest Super Famicom games currently rumbling down the production ramp at Konami. (And is a little bit surprised in the process.)

Goeman himself sports a nice line in flip-flops with socks.

If there's one thing specifically associated with the output of Konami's Japanese development HQ, it's quality gameplay. Actually, there's also uniformly excellent graphics. Oh, and let's not forget soundtracks too. But wait. There's something else they've made even more their own forte, and that's sheer bonkersness. Remember playing *Mystical Ninja* and getting to that bit in the Pleasure Park where you can poke your head through the face-holes in the silly cut-outs, y'know, just for something to do? Inspired. And how about in *Pop n' Twinbee*, when you come up against little pineapples with eyes and legs, and acorn men in little rowing boats, and acorn men parachutists, and... and...

Goeman in action with his flaming pipe!

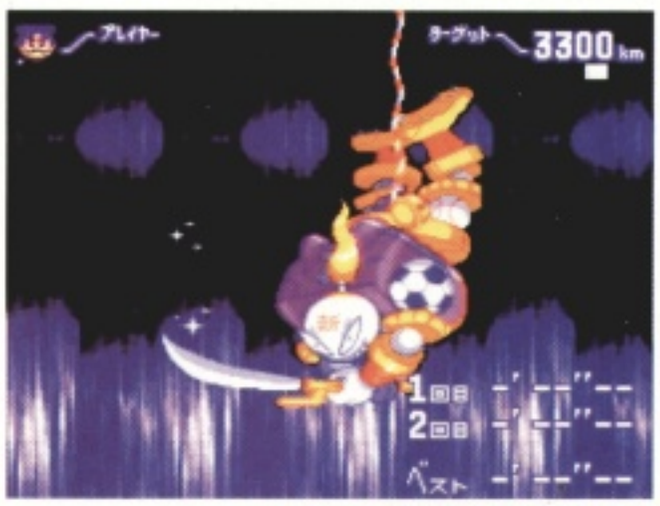
Well they aren't finished yet, because the company's next two Japanese releases are even more put-a-saucepan-on-my-head-and-call-me-Hitler than ever. Better still, they're sequels to two of the most sequel-worthy topics going: *Ganbare Goemon*, that fabuloso vehicle which follows the fortunes of Goemon (aka Kid Ying) and Ebisu-Maru (aka Doc Yang) as they bumble around ancient Japan and far beyond; and *Parodius*, the cuddly face of space-based shoot-'em-ups, whose inspired approach initially saw it being withheld from American audiences for fear of it being just a little bit too far out there for them to appreciate.

A beautifully rendered Tanuki pops up in one of the levels of *GG4*.

Let's start with the one that's looking the hottest so far, *Ganbare Goemon 4*. We understand as much about the plot as we do Wil's strange fascination with *Sailor Moon*, but it's pretty safe to say that there's bound to be some kind of sinister plot afoot, possibly involving magic, certainly involving some dark and sinister overlordian type, and maybe even encompassing an army of grown men dressed up as small furry

Mecha Goeman takes a peek skyward...

...to see a robot about to take flight.



Here it is in mid-bungee jump.

Only you're supposed to swipe him before he gets you.

THE GOEMON CHRONICLES

Few UK gamers will know that the Goemon series goes back way before the first Super Nintendo game, so let us fill in the blanks. (This info relates to Japanese releases, incidentally – only one game from the series, the first SFC instalment from 1991, made it to the West.)

Aug 1986	Ganbare Goemon: Come On, Goemon! Tricky Trip (Famicom)
Jan 1989	Ganbare Goemon 2 (Famicom)
Jul 1990	Ganbare Goemon Gaiden: Extra Legend – The Missing Golden Pipe (Famicom)
Jul 1991	Ganbare Goemon: Get Back The Rolled Picture (SFC)
Dec 1991	Ganbare Goemon: Kidnapped Ebisu-Maru (Game Boy)
Jan 1993	Ganbare Goemon: Treasures Of The World (SFC)
Nov 1994	Ganbare Goemon 3 (SFC)

IT MADNESS

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peek skyward...

out to take flight.

bungee jump.

re he gets you.

animals. Hey, you never know.

Gliding swan-like onto a subject on which we are more comprehensively versed – gameplay. It's apparent that this instalment harks back to the second game rather than part three (which, somewhat suspiciously, we didn't review when it came out), with high-action sections rather than adventure-ish bits ruling the roost.

You'd think that they'd have run out of ideas by now, having turned the concept on its head with such regularity in former episodes. Not so. In the version we've played we've witnessed the following: a giant gleaming Samurai robot bloke who, attached to a bungee line, jumps from a planet orbiting the Earth and plummets through the atmosphere towards your

A spoof on the Konami game *Tokimeki*, we believe...

closely (if a little incredulously) when it comes out in the new year.

Parodius 3, or *Jikkyo Oshaberi Parodius: The Real Condition Chat Parodius*, to give it its full title, takes an altogether less sensible approach. Why, was it not the end-of-level boss in our preview cart which appeared as a chromium-clad female warship wearing a pink brassiere and firing lipsticks, all the while doing a very respectable impression of Les Dawson in drag? Yes, it was.

But let's not get ahead of ourselves. Let's talk meggage, because the cart is set to house 24 of the little beggars – and an SA-1 compression chip to boot. The most obvious consequence of having such exuberant memory reserves on tap is the game's use of RSS (Response Sound System, Konami's in-game 'commentary' system, which was first demonstrated in the Japanese version of *International Superstar Soccer*). The entire game is punctuated by the accompaniment of a potty-sounding chap who can't possibly be real, even in Japan.

Another vast-memory-funded point are its playable characters – having long been a campaigner in making games accessible to the female game-playing sector, Konami have excelled here by offering ten to choose from: five lickle boy ones and five lickle girl ones. Along with old faves such as Vic Viper and Pentarou, there's Mike (for the lads), and for the lasses there's Memim and Lord-B – in true Parodius spirit, each has his/her own weapons system and power-ups.

If original to look at, however, the game's so far showing little signs of gameplay originality, and, if the finished game is as similar to the last game as it was to its forefather, gamers might not be so forgiving this time around. Avoid potential disappointment by reading a review right here in the next few months.

Mecha Goemon, which waits with cocked fists to punch its lights out; subgames consisting of a four-player *Tetris*-style thing and a close replica of the classic coin-op *Time Pilot*; and the small matter of a giant-sized football match with balls like hot-air balloons. Hardly average fodder, you'll agree, and something worth looking at

And here, *Lethal Enforcers* is the source of *Parodius'* mickey-taking. No light gun available...

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IT'S... THE SUPER QUIZ

And still the mighty Super Quiz proves to be just that bit too mighty to be challenged – we've had very few entries to the last two Super Quizzes (Now With Added Prize Power!). Of those who dared enter issue 36's, though, Matt Lyon emerged as winner thanks to his scary knowledge of the world of the SNES (see the bottom of the page for the correct answers). He's probably enjoying the bundle of SNES and *Super Play*-related goodies he received as a prize right now, actually.

Right then. If you think you're up to it, here's this month's brain-busting bunch:

EASY

1 What was the first Super FX game?
2 What's the name of Diddy Kong's female chum in *Donkey Kong Country 2*?
3 How many versions of *Street Fighter II* have appeared on the SNES?

MEDIUM

1 Which company is producing *Doom* for the Ultra 64?
2 How many players maximum can you have in *Super Bomberman 3*?
3 Who is the president of Nintendo of Japan?

HARD

1 What's the name of Mega Man's robotic dog companion?
2 Which second division football team does Ollie support?
3 What's the name of the guy behind Music Of Life, the geezers who did the MC Mario and the Ambassadors of Funk record which charted a few years back?

END OF LEVEL BOSSES

In which games do you come across these boss characters:

Luzz your answers on a postcard or sealed-down envelope, mark it up for 'Super Quiz 38' at the usual address, and wait until issue 40 to see if you really have as large an expanse of grey matter as you secretly believe. We wish you all good luck, although we suspect gumption to be a more valuable attribute, so you're welcome to some of that too.

SUPER QUIZ 36 ANSWERS

EASY

1 Joe and Mac
2 Mike Tyson
3 Final Fight
4 Gradius III

MEDIUM

1 Super Black Bass
2 Rise Of The Phoenix
3 Ogre Battle
4 Pac Man 2: The New Adventures

HARD

1 Probe Software
2 Reflection Technology
3 Super Momotaro Train 2 (There'll be no more as tricky as this, we promise.)
4 Super Adventure Island, Actraiser and Actraiser 2

BONUS LEVEL

1 Baron Von Blubba
2 Hyper Olympic(s)
3 Traci Rochester
4 36 (plus the Super Play Gold)

TONY YEBOAH

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SUPER PLAY

MORTAL

Super Play sent roving film reviewer Jeremy Clarke along to an exclusive preview of the Mortal Kombat movie to indulge in a bukket of popkorn and kower before the might of the mortal kombatants...

An exclusive shot of Take That warming up for their US tour.

Lambert and Soto – alias Raiden and Kitana pose moodily.

American live action movies tend to be duds, right? Remember *Super Mario Bros*? Remember *Street Fighter*? Don't you wish Hollywood would just forget the whole idea? Then along comes a *Mortal Kombat* movie, which any mortal might reasonably expect to be equally terrible. But, it turns out, it's a surprisingly decent flick.

Sure, bits of it (particularly its latter half) are little more than a series of fights, but a competently scripted opening and some deftly sketched characters ensure our emotions are engaged for the duration.

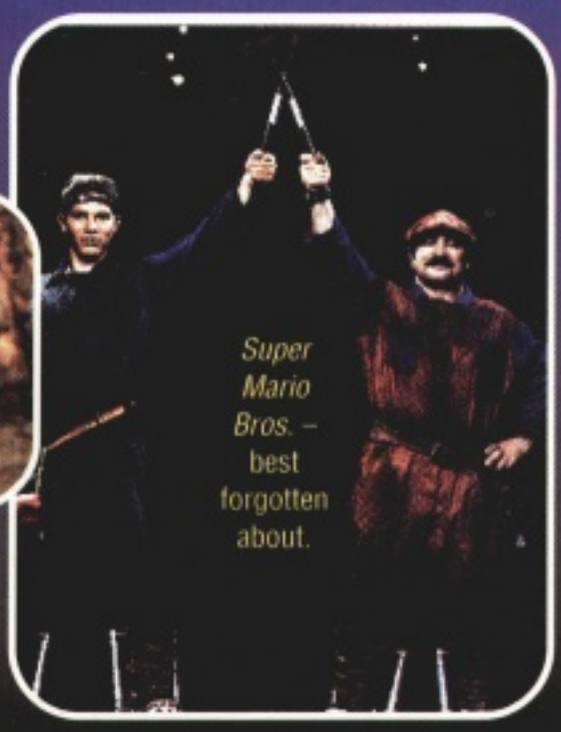
The proceedings hit full throttle almost immediately with what swiftly turns out to be a dream sequence on the part of Liu Kang (Shou), featuring an exotic Chinese temple and briefly glimpsed martial arts kombatants. Next second, the action shifts to Hong Kong where British-accented Kano (Goddard) is pleading with Mr Shang Tsung (Tagawa) about luring "her" to their presence: "her" is Sonya Blade (Wilson), dressed in black commando gear with gun in hand, accompanied by male colleague, instantly racing through tunnels to

WHY DID THEY DO THAT?

Video games made into movies have always sounded like a great idea. On the face of it, they must seem like a film producer's dream. Take one massively popular video game, build a bit of a plot around it and – *ta-daaaa!* – there you have it, an instant hit on your hands. We think not... Take a look at what film makers have previously dared insult our eyes with...

Street Fighter – a cinematic flop.

Double Dragon – so rubbish it didn't make it to the UK.



Super Mario Bros. – best forgotten about.

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THE MOVIE

nightclubs blasting LOUD dance music in search of Kano en route to shoot Mr Shang Tsung en route.

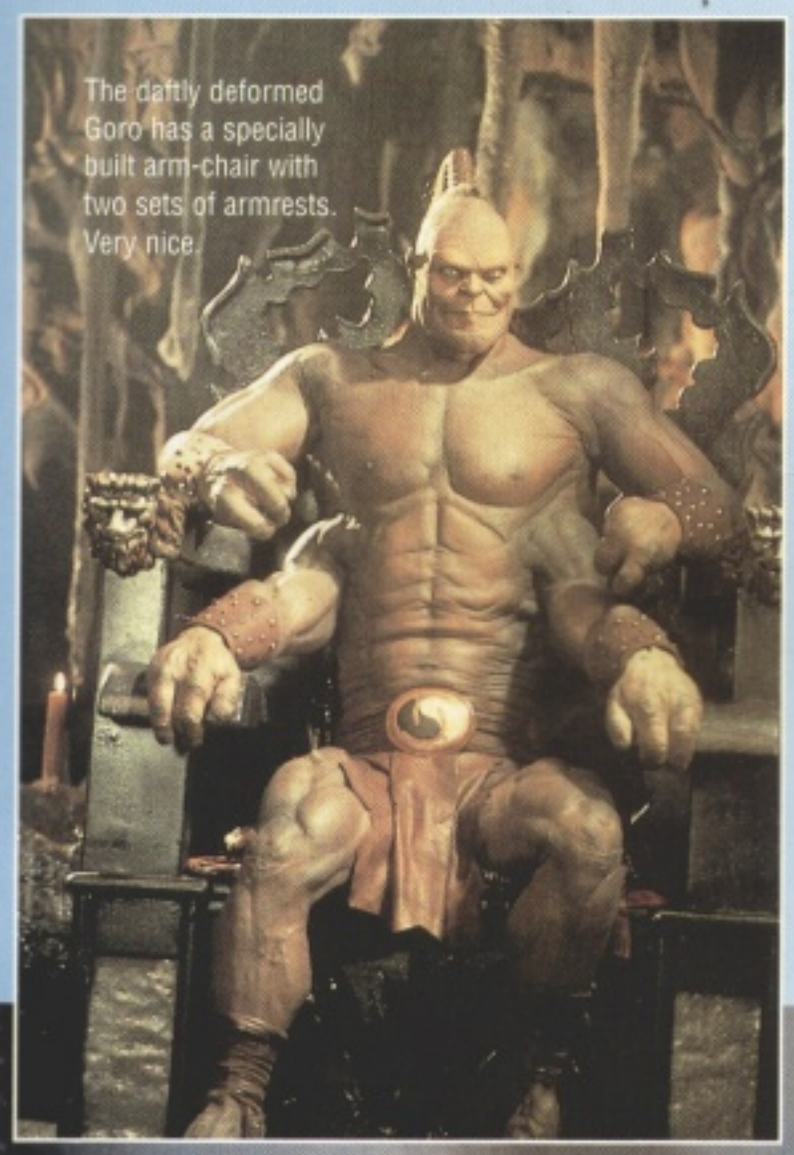
Then, some impressive martial arts stuntwork by Hollywood action superstar Johnny Cage (Ashby) on the set of his latest naff-looking movie (complete with hack director) receives an unexpected visitor with an invite to a "once in a generation contest". All this takes place in the first breathless few minutes – already we're hooked and the show's hardly even begun.

The pace starts off in overdrive and never relents as Liu Kang, Johnny and Sonya board a mysterious (and amazing looking) ancient Chinese junk to take part in the *Mortal Kombat* tournament. Since Shang Tsung is determined to win the contest again by fair means or foul (and thus dominate the world as we know it, as befalls the winner), his powerful god-like foe Lord Rayden (Lambert sporting long grey-white hair) is on hand to intervene whenever the villains try to put one over on his three proteges (ie. get rid of them outside of the official *MK* fights).

Once they arrive on the ancient isle where the *MK* contest is held, further obstacles await them. A CG animated Reptile suddenly appears out of the background looking like nothing on earth (with teeth); elsewhere the Scorpion opens an orifice in his hand to let fly a deadly-fanged snake's head, followed by miles of serpentine body. The Scorpion's best scene takes place against a surreal background of absolutely vertical trees planted in rows at identical distance to each other, while other unforgettable sets include the devastated home world of Princess Kitana (Soto) and an incredible golden-lit interior constructed from sailing ship rigging where the floor is covered with human skulls.

Throw in some half-decent casting, lots of aerial somersaulting worthy of Hong Kong's finest choreographers in the compelling fight sequences and you have a visually arresting, non-stop fight fest far more enjoyable than previous movies of this sort – not to mention the director's earlier, unremarkable *Shopping* – could ever have led us to expect.

Mortal Kombat the movie is now showing at a cinema near you.



The daftly deformed Goro has a specially built arm-chair with two sets of armrests. Very nice.

Kano demonstrates the dangers of sticking sharp objects in your eye.

Liu Kang delivers a slap to his opponent. But look at that dodgy vest he's wearing.

MECHW 3050

The Americans copy a Japanese technology and make it smaller? Now there's a novelty.

UK Release
Game: Mechwarrior 3050 (Japan 3050)
Publisher: Marubeni UK
Developer: Tiburon
Price: £49.99
Release: Out now
Players: 1-2
Cart ROM: 12 megabits

The first thing that strikes you about *Mechwarrior 3050* is, appropriately enough, the mech itself.

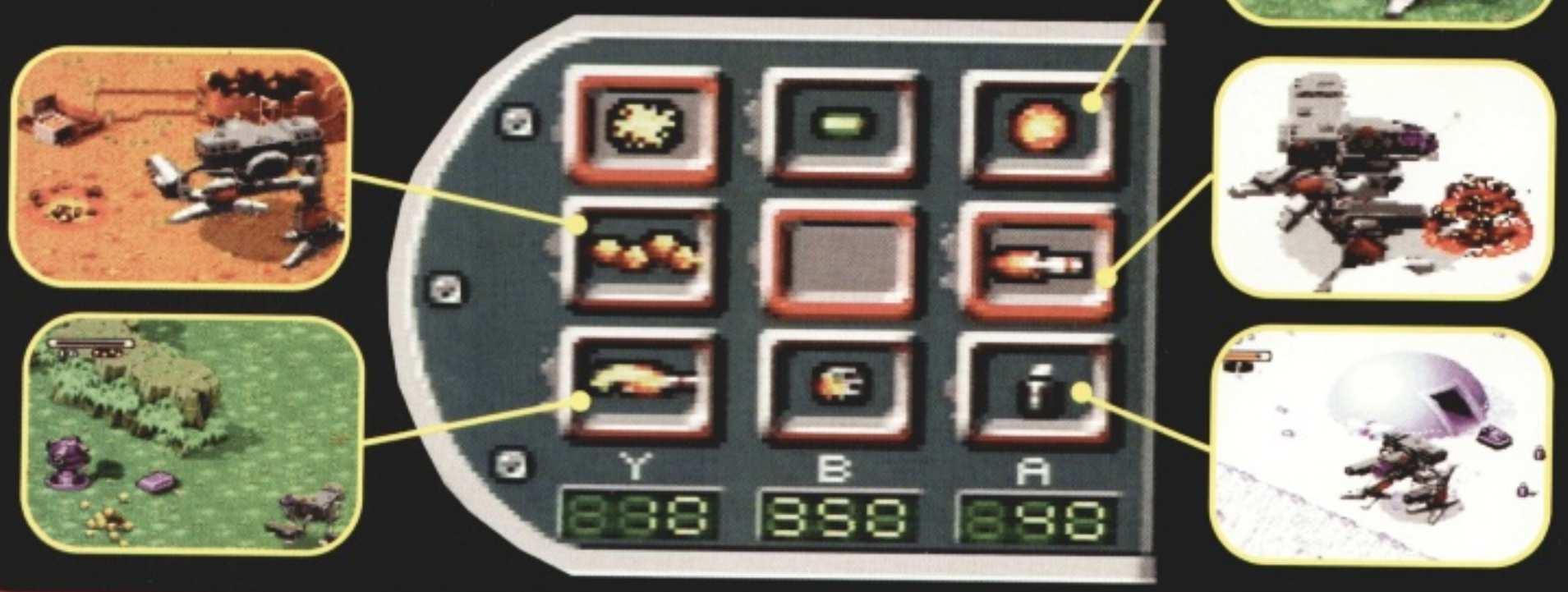
We're talking 3D animation that's so detailed and convincing that you'll spend five minutes just walking it back and forth to take it in from every angle. When the suit overheats, small smoke clouds billow forth. Trudge through snow or mud and it leaves a temporary trail of footprints.

After ten minutes of razing buildings and crushing armoured trucks, even the most devout pacifist will be entertaining this thought:

I WANT ONE.

AWESOME FIREPOWER

Decisions, decisions. Should I choose 60 Thunder Mines, or will the 40 LRMs serve me better on this mission? Is the potentially volatile PPC arm worth taking, or should I play safe with Homing Missiles? Before the dropship delivers you to the planet's surface, choose the three armaments that you'll rely on to complete your assignment.



W ARRIOR

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ALSHAIN

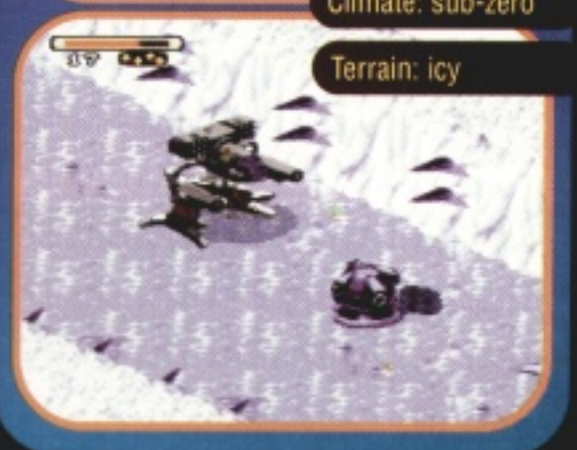
The first level eases you into the game with plenty of open ground targets to destroy.

SATALICE

Your first task on this volcanic planet is against the clock. Beware of overheating.

RIDDERKERK

The slippy-slidey ice world – literally. The recoil from your guns sends you flying...



Mechwarrior is essentially a clone of the *Desert Strike* series, with a 50-foot walker replacing the helicopter gunship. A lone pilot dropped behind enemy lines, you've got a limited number of missiles, bullets and mines with which to overcome their defences. Destroying certain buildings will uncover an ammo or coolant refill, and as the location of these supplies never varies you can build up a mental map of the level's refill spots. The difficulty grade also makes it practically impossible to finish any mission on first attempt; you need to explore and die a few times, simply learning the layout, before you'll work out the best route.

It's not a game style favoured by everyone – the Mottster included – and no matter how good a player you are, you might as well self-destruct if you exhaust your munitions. But I'm not averse to the *Strike* ethic myself, and if you've got enough patience for the groundwork then some serious trigger-happy mayhem will follow.

It's not without its problems. Because of the isometric perspective, the weapon range is erratic – from side to side, your rockets cover the screen; facing up or down directly, you

AVON

Foxholes and minefields are your biggest worry on the jungle planet.

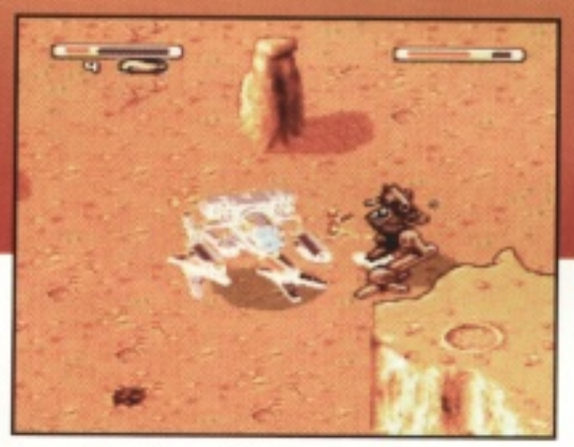
COMSTAR

You'll be radar blind on the swamp planet until you've taken out the two jammers.

If you see this screen, it's all over. Jeff Minter's llama gazes on from a distance.

The machine that goes 'ping': use your radar regularly to locate the next target or power-up.

The Mad Cat mech, as used by the Fifth Ghost Regiment on Avon.



Another energy bar indicates an enemy pilot in the vicinity. Red is permanent damage, yellow shows overheating.

TONY SAYS

Cor. *Mechwarrior 3050* has some of the best presentation I've seen on the SNES. When you tool up your mech at the start of the game there's a great wireframe 3D rendition of your craft, and the map screens throughout are atmospheric beyond belief. And wait till you hear the sultry-sounding female onboard computer, who announces stuff like "Mech approaching" during the game – that's great too. In fact, get together with a friend for the excellent two-player mode, stick some colanders on your heads and strap yourselves into a cardboard cockpit and you could almost *be* piloting the hulking thing so expertly rendered on this month's cover.

But as has been so accurately noted elsewhere, the trade-off is rather an alarming one. I'm sure it'll take many gamers a bit longer than it did Zy to finish (he is, after all, almost as good at games as me, arf, arf), but *M3050*'s limited lifespan is a bitter pill to swallow when it's so excellent in every other respect.

TANKS AT 3 O'CLOCK!

A rather neat touch to *Mechwarrior* is that every mission can be played in two-player mode, completely changing the strategy. True co-operation is required as one player guides the mech's movement whilst the other controls the gun turret. Since you see further in the direction the turret is facing, the pilot is dependent on the gunner pointing the right way at crucial moments. Likewise, the gunner needs to anticipate the pilot's movements to avoid wasting precious ammo. Turret control changes to the D-Pad so you only shoot in eight directions, not the sixteen provided by the L /R buttons in one-player mode, but you can shoot enemies behind you whilst the pilot dodges the flak.

have less than half-screen range. At first it's also hard to determine where the bullets will fly when shooting diagonally. And there's no way of locking the turret view in one-player mode: you can rotate it in mid-stride with the L/R collar buttons but, as soon as you change direction of movement, the turret turns with you.

Nevertheless these are minor difficulties to which you can happily adapt, and with regular consultation of the radar it's possible to devise a plan of attack that lets you take out enemy installations from the most favourable position. The pace of the action ultimately depends on just how confident you feel.

You've probably gathered by now that I thoroughly enjoyed *Mechwarrior 3050*, and you might be expecting this review to conclude favourably.

Alas, I must surprise you with a cruel tale of tragedy so grave that only the voice of Michael '999' Buerk could do it real justice...

I'd just completed my assault of the Comstar Garrison when suddenly, without warning, the game flashed up a "thanks for playing" message and the credits rolled. Completely engrossed, I'd finished the

"What ho Binky, we appear to have company." "Keep going, I'll flame them as we pass."

Whilst I gun down marines in front, my pilot steps backward to crush the fellow behind.

Finally we stop the flow of troops by sealing the entrance to the cave with an Inferno SRM blast.

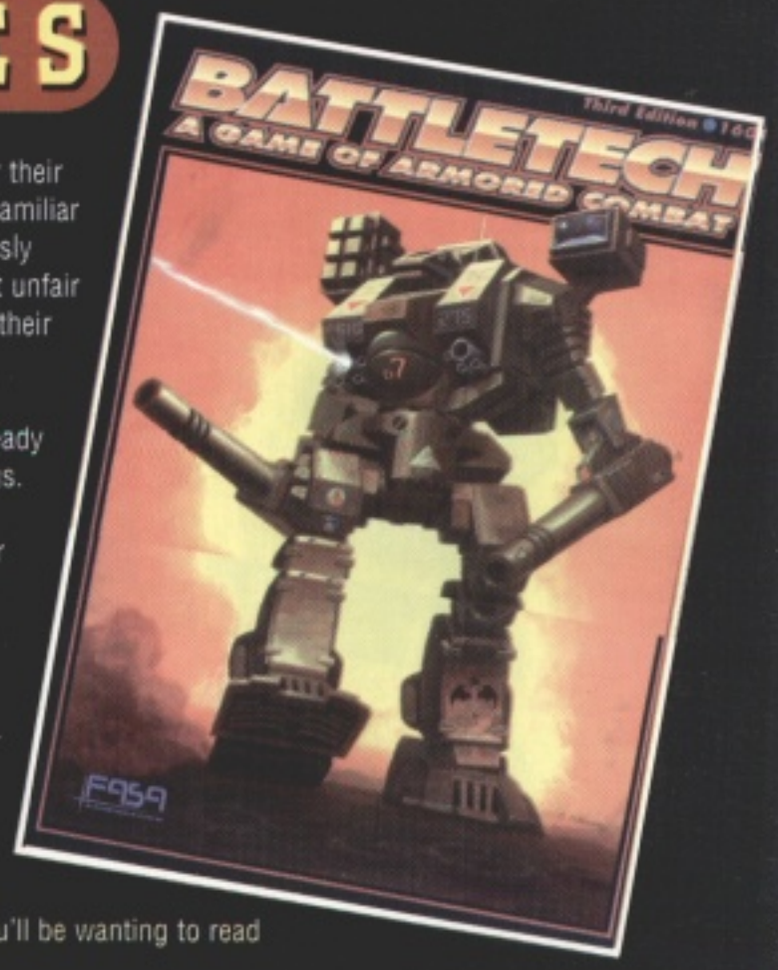
TABLE TOP BATTLES

For many pale Western youths obsessed with an unhealthy diet of science fiction, fantasy and futuristic action adventure – myself included – the first encounter with the concept of enormous mobile suits was probably through FASA's *BattleTech* games. What started as a simple paper-and-dice game is now a small Stateside industry: the series has produced board games, hex-based miniatures warfare, traditional RPGs, even a TV cartoon series and a long line of novels.

Mechwarrior 3050 is based firmly within the BattleTech universe, and uses many elements of the source material in its mission outlines. As a member of the respected and powerful Wolf Clan, you'll fight old rivals like the Draconis Combine, ComStar and the Clan Ghost Bear on your way to earning a Bloodname. Even the weapons and vehicles will be familiar to BattleTech players.

Japanese mecha anime has undoubtedly been an enormous influence on FASA's *Battletech* creators from the very start, and if you examine some of the miniatures being produced for their range of games you'll find some blatantly familiar mech constructions that were quite obviously 'inspired' by *Macross* and *Gundam*. It's not unfair to say they've taken a magpie approach in their game design. *[Phew, almost got libellous there. – Ed]*

FASA's Corporation's RPG line has already been the source of two earlier SNES outings. Battletech was first represented by Activision's over-ambitious mode 7 shooter *Mechwarrior* (SP9, 63%); *Shadowrun*, another increasingly popular RPG in the FASA stable, has also been turned into an excellent and original SNES game (SP10, 85%). They've come a long way since their Traveller™ supplements...



The FASA Corporation's *Battletech* tabletop skirmish game, now in its third edition. You'll be wanting to read *Arcane* if this interests you.

The presentation is polished, if a little dated. This cinema has *Flashback* written all over it.

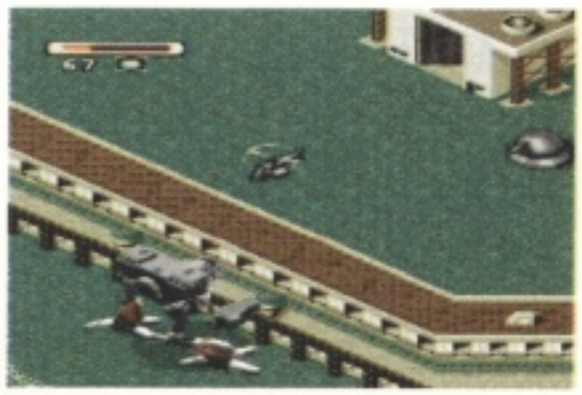
One of the rather nice pictures which we've taken from the intro sequence to the game...

whole lot in just one sitting. Naturally I searched for another set of levels, perhaps a higher difficulty setting, and even started again to see if any new options had appeared. Nothing. Nada. Nix. That was it. Just five missions.

The quality of animation and attention to detail would explain where much of the memory went, and it's a crying shame that they didn't have the confidence in what's here to go for a bigger cart with more levels. For this reason I want you to take a good and hard look at my individual scores rather than the overall mark.

If you're such a *Battletech* fanatic that you'd splash out this amount of cash for one or two evenings of thrills you might still consider it, but don't say we didn't warn you.

● **Zy Nicholson**



Look at that – a distinctively Strike-esque looking scenario, only with a gigantic Mech vehicle.

10
158 SEC
Believe it or not, this is a drop ship. And it's just dropped you right in the middle of battlefield. Cheers, then.
INCOM

Mechwarrior 3050

Marubeni

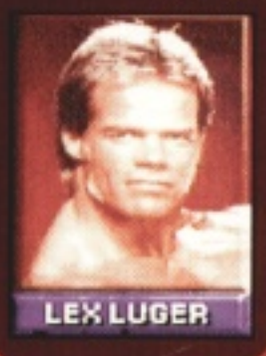
GRAPHICS	SOUND	GAMEPLAY
89%	65%	84%
GAMELIFE	OVERALL SCORE:	
20%		77%

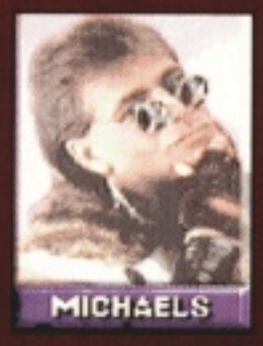
VERDICT: The tallest power-crazed destructathon on two legs, tripped up by a chronically short and stumpy lifespan.

THE MAGNIFICENT, ERM, SIX...

Real Name: Matt Osborne
Height: 6' 0"
Weight: 243
Origin: The Circus
Alias: The Clown Prince
Best Special Move: Happy Hammer

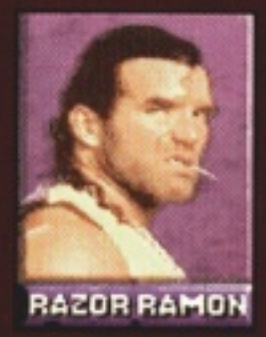
Real Name: Larry Pfohl
Height: 6' 5"
Weight: 265
Origin: Atlanta
Alias: Made In The USA
Best Special Move: Fun Flail





Real Name: Michael Hickenbottom
Height: 6' 1"
Weight: 234
Origin: San Antonio
Alias: The Heartbreak Kid
Best Special Move: Frankensteiner

Real Name: Mark Callaway
Height: 6' 11"
Weight: 328
Origin: Death Valley
Alias: The Grim Reaper
Best Special Move: Tombstone Smash



Real Name: Scott Hall
Height: 6' 7"
Weight: 287
Origin: Miami
Alias: The Bad Guy
Best Special Move: Quad Slam

Real Name: Bret Hart
Height: 6' 1"
Weight: 234
Origin: Calgary
Alias: The Hitman
Best Special Move: Eye Raker

UFO in pink pants.

WWF WRES

Special pants, special moves and special names. Shall we change our name to Special Play?

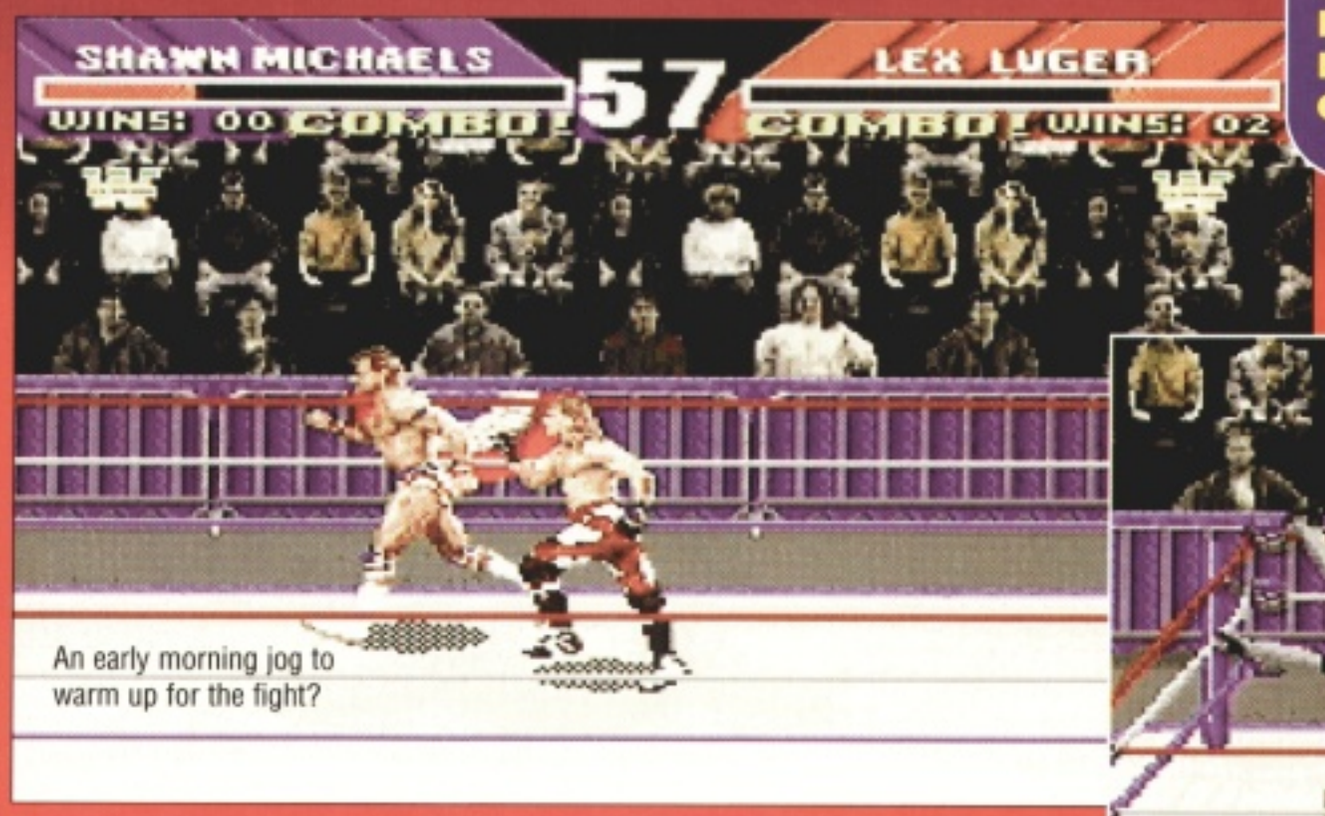
Grappling, throwing, slamming, butting – you've got to be a gibbering vegetable to actually take part in the pantomime known as professional wrestling. You don't have to miss out on all the fun though, that's what video games were invented for and what a cracker this is too.

Converted from the arcade hit of the same name, *Wrestlemania* features only six of the original eight players. Doink, Lex Luger, Shawn Michaels, Razor Ramon, The Undertaker and Bret Hart are all in place, but Bam Bam Bigelow and Yokazuna are absent. Why? Because of cart size. The inclusion of these two would have cost you, the punter, around a tenner which, in our opinion would have been worth it. Still not to worry – on with the review...

The most immediate aspect of *Wrestlemania* that really impresses is the quality of the graphics. Compare these digitized sprites to those on the PlayStation and there isn't a great deal of difference for a machine which is supposedly so, so inferior. The glitches found in earlier preview copies have been well and truly sorted out, you'll be pleased to hear, with no sprite collision problems in evidence whatsoever.

So, how does it play? Surprisingly well, actually... with the marriage of both

UK Release
Game: WWF Wrestlemania
Publisher: Acclaim
Developer: Midway
Price: £50
Release: November
Players: 2
Cart ROM: 24 Mbit



An early morning jog to warm up for the fight?

Not the sort of clown you'd invite to children's parties, we imagine.

Street Fighter and *Mortal Kombat* moves you can't go wrong, can you? Each character has around ten moves and, from what we could find, at least eight combos, all achievable with a little coaxing. So far, so good.

The game is broken down into one-player mode (too easy to finish), or head-to-head (top fun) and co-operative (wears a bit thin). Oh look this is a crackingly intuitive beat-'em-up that flows smoother than that 3am visit to the toilet after seven pints.

The samples are particularly impressive, no really they are. You find yourself talking back to them, which isn't advisable in an office environment such as this. Just wait, you'll be yelling: 'Unbelievable!' and 'that's gotta hurt!' down your local pub. Oh yes, you will.

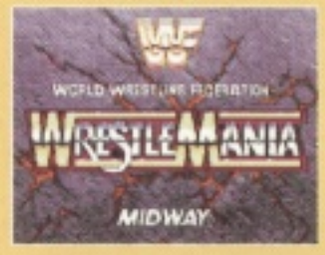
On to the 'rotten in Denmark' part of the review. The main problem lies in the limited cast list. Six characters just aren't sufficient for a modern beat-'em-up. In one-player it all becomes too familiar too soon. Granted, these characters are diverse and thoroughly entertaining, but to compete with the big boys of this genre Acclaim would have had to double the quantity while retaining that diversity.

All in all, although entertaining and somewhat innovative, *Wrestlemania* isn't a patch on the big three: *Killer Instinct*, *MK3* and *Super Street Fighter 2* – it simply hasn't got the shelf-life. However, the novelty value of motion-captured sprites and genuinely amusing samples coupled with the bonkersness of the two-player scraps does compensate enough to make *WWF Wrestlemania* good value and worth taking a look at. Worth a look? That's no way to end a review, is it? Okay, let's try that again, *WWF Wrestlemania* is like a tub of Haagen Dazs – great at first, then just pleasant followed by too much of the same – oh and it's better if you share it.

● **Sean Atkins**

WWF Wrestlemania

Acclaim



GRAPHICS	SOUND	GAMEPLAY
87%	91%	88%
GAMELIFE	OVERALL SCORE:	
77%		84%

VERDICT: With only six players this does tend to get repetitive, even with all the options on offer, but it's still a graphical achievement and very funny into the bargain.

"Noooo! Not the green wig."

TLEMANIA

Sparks always fly at a wrestling match.

That dastardly clown gets it at last.

The Undertaker has someone's eye out.

Green wellies prove to be of little hindrance.

DIRTY TRIX

Motorbiking isn't easy, you know – just ask Bill 'The Wheels' McNeill, the Wales-based stunt biker who's broken every bone in his body at least three times during his 61 year long career as King of the Ramps at a holiday camp in sunny Pwllheli. So it is with pleasure that we present the *Super Play* Guide To Playing *Dirt Trax FX*. Read and learn...

Pull back on the D-pad and you'll pop a wheelie. Use these to coast over bumpy sections of track and also when approaching certain ramped sections in order to give you extra lift.

Slapping one of the shoulder buttons will give you extra lean and turn. We've found it's best to turn first with the D-pad then apply 'extra' turn with the shoulder buttons immediately after.

Perhaps the best tip, though, is this: cheat wherever and whenever you can. It's possible to cut a lot of corners during a race, and you should experiment to find out just how much you can get away with, heh heh...

One of the best bits in the game is this. What a view.

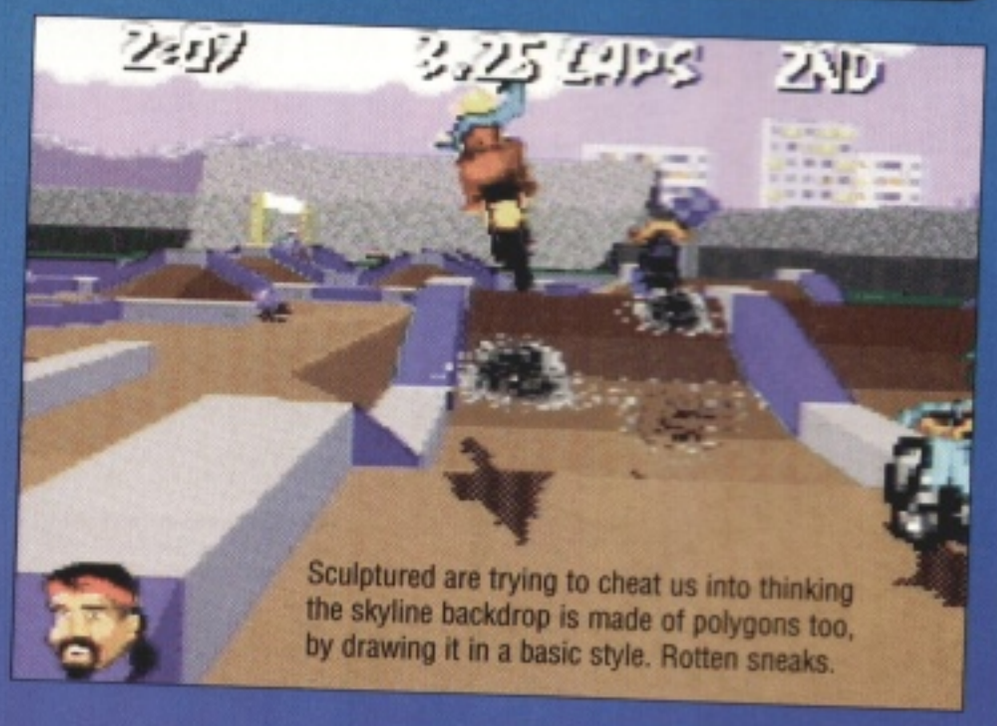
What a
fou
U
superfl
but lo

Whoever invented motorbiking couldn't have foreseen that the activity would evolve to the point where it's possible to propel the human body at speeds in excess of 160 mph with only cunningly crafted pieces of cow wrapped around it for protection. To 'do' motorbiking you must have: a) nerves of wrought iron, or b) no brain to speak of, or c) this game.

After choosing from a 50cc, 125cc or 250cc machine, you're plonked into a series of races set over three increasingly tough sets of circuits. As we reported back when other mags didn't even know the game existed, the game melds backgrounds made up almost entirely of polygons (the few decorative fountains dotted about are the exception) with bikes that are scaleable sprites. What's so great about this is that it's fast. Faster indeed than *Stunt Race FX* running at top whack, and leaving *Dirt Racer FX* looking like an Esky Mark II with its exhaust pipe hanging off by comparison.

Its graphics are really put to test in the two-player mode, which splits the screen in half. While *SRFX*'s equivalent mode offered tracks specifically suited to two players in order to ease the processing burden (they had very little detail and no texture mapping, for example), *Dirt Trax FX* pitches in with, as far as I could tell, exact replicas of those of the one-player game. And because multi-player driving games are the best type of multi-player games (it's official), *DTFX* is much more valuable in this respect.

Beyond *DTFX*'s razzing engine sound effects, which work surprisingly well, I can't really vouch for the game's realism. What's definite is that it's a much less



Sculptured are trying to cheat us into thinking the skyline backdrop is made of polygons too, by drawing it in a basic style. Rotten sneaks.

Vaguely Interesting Motorcross Fact: Dave Thorpe was the name of both a successful motorcrosser and a top Spectrum graphics artist.

DIRT TRAX FX

It is with open arms that we greet only the second SNES game in history with the word 'Dirt' in its title.

THE TAGNUT BLUES

DTFX's tag mode is its obligatory subgame thing. First you choose an opponent – ranging in ability from wimpy to vicious – and then a track upon which to play this petrol-powered version of the playground fave second only to 'Chain'.

The idea is that you and your (CPU or human) opponent have a timer which counts down when you're 'it', and whoever's timer runs out first loses the match. You simply have to drive into your opponent to transfer 'it'-age, and it boils down to a game like the balloon game in Mario Kart, but without all the bonus items and stuff. There's lots of challenge to be had, especially when you go for one of the more slippery CPU opponents, who seem to know every dip and curve like the backs of their hands.

Again, though, this bit could've been so much better. First, there's no way of altering the length of the CPU's timer (at three minutes, games can go on for an yawn-inducing amount of time), and second, there just aren't enough tracks, just these three:

The first is called 'Spikes'.

This is 'Roundabout'.

Finally, there's 'Twin Towers'.

A taste of top tag game action.

demanding game to play than *SRFX*. Nintendo's game was all about precision steering and tight control while Acclaim's errs on the side of accessibility – you can straddle your steed and be pumping all over the opposition right from the start, it's that straightforward.

That little arrow, that's you, that is.

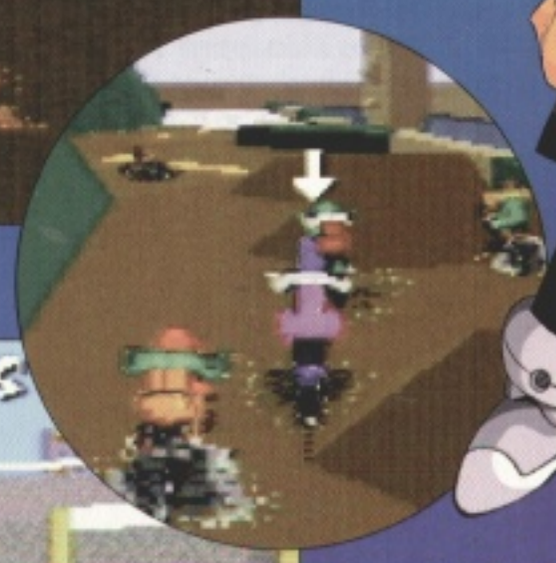
Trouble is, making it so straightforward to play also makes it a bit easy, and that's my chief beef with *DTFX*: it's no real grind to finish it in a day or so on its default setting. What's particularly frustrating is that it's been designed so that there's only one rider who seriously threatens to beat you to the line (in the one-player game), with all of the others rarely challenging as long as you keep the throttle wide open. It makes it all feel like a two-horse race instead of the full-on battle between piles of riders it should be. Three racing classes consisting of five tracks each may sound like a fair amount, but when you consider that later classes simply reuse some of the ones from earlier, it's a bit of a rip off. An easy way to cheat this would be to reflect these tracks when they appear later on, just as is evident in *Virtua Racing* on the Mega Drive and more recently in Namco's home conversion of *Ridge Racer*, but you simply get exact reruns. Not good.

The tag mode subgame affords extra entertainment – it's particularly fun in two-player mode, with you blipping and bumping about trying to ram your pal's head off – but goes little way to compensating for the flaws in the main chunk of the game.

What *DTFX* needed was a more carefully considered difficulty level and another four megs of ROM tacked on to allow for at least twice as many courses and a wider range of subgames (perhaps a bus/car-jumping bonus section a bit like the old 8-bit title *Eddie Kidd's Stunt Challenge*, or something reminiscent of Peter Purves' finest hour, *Kickstart*?). Without these things it remains second-best to *SRFX*. It's a laugh-and-a-half in the short term, but not what you'd expect from the team who did such an admirable job in bringing *Doom* to the SNES.

● **Tony Mott**

The only discernably different surface in the game is mud – look, there's some now.


Beware cheats, who shoot arrows at you to put you off during a race.

The Super FX 2 chip is given a good old workout in *DTFX*, but look at the state of the crowd. Yuk.

UK Release

Game: Dirt Trax FX
Publisher: Acclaim
Developer: Sculptured
Price: £TBC
Release: November
Players: 1-2 simultaneously
Cart ROM: 4 Mbit

Dirt Trax FX
Acclaim

GRAPHICS	SOUND	GAMEPLAY
86%	81%	83%
GAMELIFE	**OVERALL SCORE:**	
70%		77%

VERDICT: If Sculptured had put as much effort into the game as they did in making (admittedly excellent) use of the Super FX chip, *DTFX* would be a stormer. As it is, it falls a fair way short.

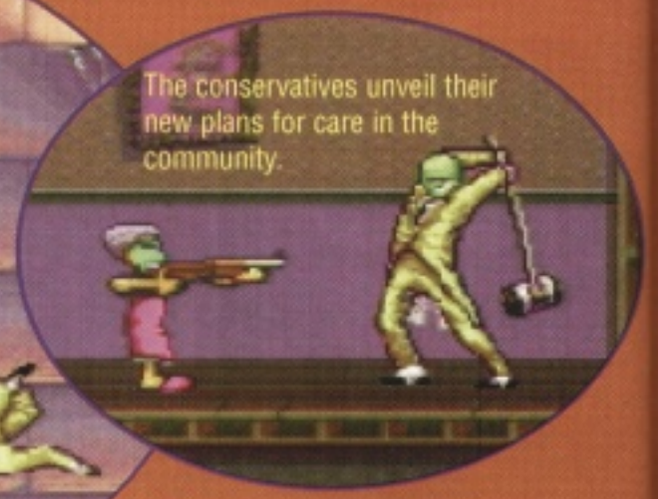
DIRTY DANCING

This'll be the lass you're here to save, then, tied to an incredibly sexy tree.

Somehow, I don't think that's quite going to cut it.

"You were treading on my foot."

Those bouncy stars have been ripped straight out of *Sonic*.



The conservatives unveil their new plans for care in the community.

You'll have to work your way through the whole town to get to the club.

THE MASK

Dorian – that sounds like a girl's name.

UK Release
Game: The Mask
Publisher: T•HQ
Developer: Black Pearl
Price: £49.99
Release: October
Players: 1
Cart ROM: 16 Mbits

I can still remember my audition for the Andrex ad.

What could this game possibly be about? It's either an original concept involving a mask of some sort, or, it's a licensed game of the Jim Carrey film, *The Mask*. Ah – it's a platform game, and it's called *The Mask*. I think you can work that one out.

Dorian Tyrel, local crime boss and all-round evil bloke has kidnapped Tina Carlyle and spirited her away to the Coco Bongo Club, where he plans to blow her, along with half the city's VIPs, into several large meaty chunks. What's worse, he plans to frame you (Stanley Ipkiss) for the whole thing. By a total coincidence, you happen to have found a mask blessed with magical powers that'll help you save her.

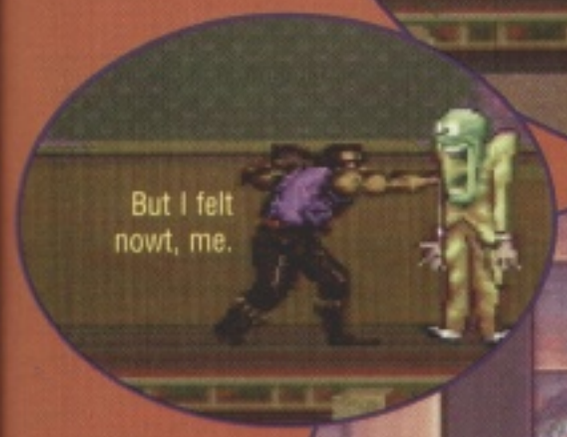
Yup, it boils down to another platform game, this time involving the mighty morphing masked man, visiting locations from the film (and a few more besides). The levels are large, complex, four-way scrolling affairs, each being completed in sequence, without following any particular order or direction.

Handy air vents, lifts and the like link the rooms that aren't otherwise joined, making for an explorable environment – or you could say, maze – which forks into paths as opposed to a direct and obvious route to the end of each level.

Of course, the point of *The Mask* is the power that Stanley has – your character can pull off some of those favourite morphing moves (detailed elsewhere on this page), at the expense of a morphing counter which you can increase by collecting various power-ups as you play. This system is both a strength and a downfall – it stops some of the special moves (such as the horn and the guns) getting dull, as you won't always have the energy to do them, but it also has a habit of making things incredibly difficult if you run out of power halfway through a fight with a boss.

Everything other than a straightforward jump uses up morphing power, making those power-ups essential items if you want to complete the level. This may be worthy from a gameplay point of view, but it's also damned irritating if you just want to have fun and

Oddly, I don't remember an alien invasion in the film.



THE MASK

T•HQ

GRAPHICS	SOUND	GAMEPLAY
80%	75%	62%
GAMELIFE	OVERALL SCORE:	70%
60%		

VERDICT: An decent enough film licence – it's just a pity the gameplay isn't that engrossing.

The Mask is littered with hazards. Blokes throwing dynamite around the shop is going just a little bit too far, though.

progress without exploring every possible part of the level.

What's a game without bad fings, though? *The Mask* has its fair share, and a hefty unfair share at that. Things that run around and go for you when they see you are the fodder of many platformers, but this rendition seems to include quite a few harsh evils which can't be tackled. There are people throwing objects out of doors that are needlessly unfair and nigh on impossible to avoid. This adds little but frustration to the game. Games need to be tough, but they must be conquerable at some point. If you play the game often enough, you should be able to complete it without taking a hit. You can't.

The Mask suffers from spending too long being a game of a film, instead of being a good game. Messing around with a manic green bloke is a lot of fun for about one level, but you'll be sitting down to play level after level of familiar devices, problems and traps, and the total lack of discovery this entails can really get you down.

● **Simon Forrester**

MIGHTY MORPHIN' MASKED MAN

Those special abilities in full, folks – Stan can box with the enemies, crush them flat, deafen them and even blow holes in them, provided he collects enough morph power-ups. He's also quite good at running out of morphing energy at crucial, game-destroying moments.

I've been waiting a long time for *Mike Tyson – For Real.*

The hammer's always handy for smashing through floors.

Designers spend a long time getting the balance between you and the enemy just right.

The Mask shows off his impressive collection of weaponry.

MEGA MAN

As superheroes go, *Mega Man*'s got to be second only to Captain Britain in the nonce stakes. He can't fire his blaster in any direction other than horizontally, he's far from lightning-fast on his feet, and he's got an outfit so camp and cheesy even Flash Gordon would think twice about wearing it.

Still, at least he's consistent. When a new Mega Man adventure turns up you know what you're going to get: a diverse range of bosses whose names directly relate to their powers (Freeze Man, Cloud Man, Underpants-on-Head Man, you know the sort of thing) and umpteen levels of challenging, if fairly straightforward, platforminess. It's all here in part seven, which follows the fairly strict agenda laid down by the Game Boy and NES instalments of the series rather than that of the two previous SNES-only affairs, *X* and *X2*. Which is a bit of a blow, as it happens, because, although improved beyond those of the 8-bit games, the level layouts are muted and appear regular when compared to the *X* series.

The game is embellished with the usual tinkerable bits and pieces, though, and it's these that make it – just like the previous parts – something more than just average. MM's loyal mecha-canine chum, Rush, can be summoned throughout the game, and his uses improve in novel ways as things develop. And there is, of course, the wodge of powers he's able to steal once he's offed the typically tough bosses holed out at the end of each level.

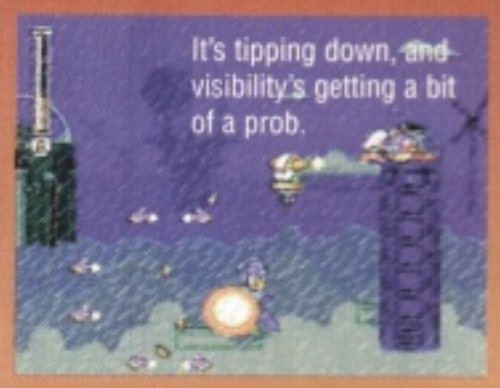
At the end of the day I'd rather play a Mega Man game than, say, a licensed game of a similar nature. It's strangely refreshing to leave your character alone for a while, or perch him right on the very edge of a ledge, and not see him perform some contrived form of 'amusing' animation. And because it's all working to a tried and trusted formula, it delivers tried and trusted playability. It's perhaps not vintage Capcom, but you weren't expecting that, were you?

● **Tony Mott**

GO GO REVIEWER MAN!

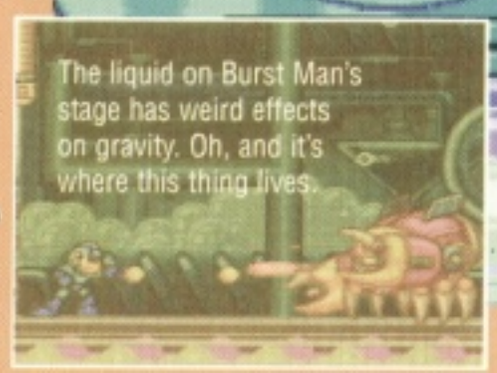
The Mega Man series – which has now reached 14 games – must have the most unimaginatively named bosses videogame history. And part seven doesn't break the tradition – check out the first four bosses (Burst, Freeze, Cloud and Junk Man) for proof...

The third *Mega Man* title on the SNES is number seven. Follow?



UK Release

Game: Mega Man 7
Publisher: Marubeni
Developer: Capcom
Price: £49.99
Release: Out now
Players: 1
Cart ROM: 16 Mbits



MEGA MAN 7
Marubeni

GRAPHICS	SOUND	GAMEPLAY
84%	81%	79%
GAMELIFE	**OVERALL SCORE:**	
76%		79%

VERDICT: *Mega Man 7*s the logical 16-bit extension of the 8-bit series, with prettier graphics and more accomplished soundtrack. It's just a pity the gameplay didn't get the same overhaul.

PHANTOM 2040

UK Release

Game: Phantom 2040
Publisher: Viacom
Developer: In-house
Price: £39.99
Release: November
Players: 1
Cart ROM: 16 Mbits

Almost everything can be avoided by crouching. As, indeed, you can see.

I'll admit to never having seen the cartoon this is based on, and so was cheerfully baffled by the story breaks after every few bosses. "Archer is working with Tracker!" a man with a moustache would bleat. "I can't believe that!" someone in a purple mask would reply, beetling his brows. Still, eh?

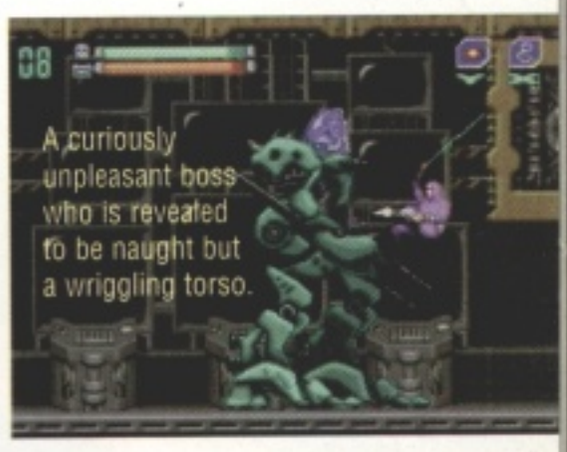
Alert readers will already have picked up on the phrase 'after every few bosses.' *Phantom 2040*, (aaarghh) a platform shoot-'em-up, has a curious pace to it – instead of the expected sprawling scrolling levels with big bloke at end, it's a far more intense affair, with bosses all over the place. And I like it. I like it because it's tried a little. Not too much (the single feature Phantom could pin to its lapel to avoid being bustled onto the wrong tour bus is the lead character's bat-rope, and, well, Bats has one of those and everything) but just enough to show it cares. The way you're not bound to a path, for example. From the beginning of the game you can visit most areas of Metropia (the city you're supposed to be guarding, or something), and within them can choose to go in unusual directions. (In the University, say, you can elect to chase the monsters who've blown the place up and biff them into revealing all, or – I was delighted to discover after deciding to look around for a change – rescue one of the victims and ask him instead.) Simple stuff, yes, but the illusion of controlling the story is pleasingly pervasive.

Look at my gun.

The game is also laudably hard. It took me a day to finish world one, and that was after choosing the full complement of ten lives. And, hey, I've played through *Zombies Ate My Neighbours*. (Once.) (But ran out of weapons on the credits level.)

So, chums. Grubbily presented, occasionally unfair (there's a bit where you'll search for hours to find a destroyable wall, eventually to realise it's the top half of another one) and derivative of everything in the world, and with regenerating monsters, and 32-character passwords, and with that wretched floor-zero fault where you don't know if the platform you're on is at the bottom of the screen, and a licence, BUT NONETHELESS a tremendously enjoyable, large and tough thing. Good work, kids.

● **Jonathan Nash**


A curiously unpleasant boss who is revealed to be naught but a wriggling torso.

MEANWHILE, BACK AT THE RANCH

Of a representative sample of the population of the world, nobody knew who The Phantom was, or had seen his cartoon. Here, then, is a beginner's edition of the story for those who can't be bothered accessing the computer in the game and spoiling the joke.

This is The Phantom. He lives in a secret hideout.

This is The Evil Villain. He wants to destroy The Phantom.

Or possibly he does. Wait, yes, it's probably him. He has a physical deformity and everything.

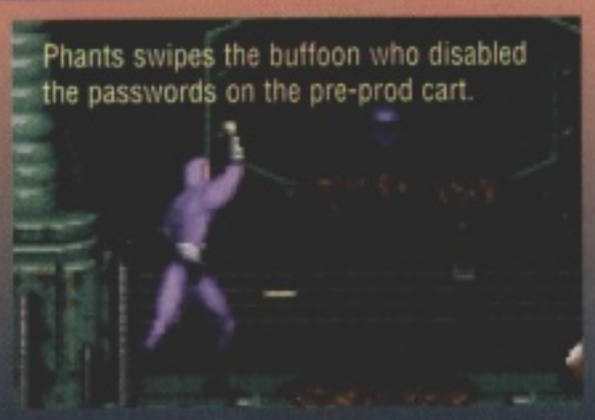
Only The Man With The Moustache knows The Phantom's secret identity, because he is old and probably knew his father in the war, but doesn't like to talk about it.

No, hang on, *this* must be The Evil Villain. Yes. His bald head and goatee betray him.

This man delivers pizzas.

This is The Phantom. He lives in a secret hideout.

A bit in a suit.


Phants swipes the buffoon who disabled the passwords on the pre-prod cart.

PHANTOM 2040
Viacom

GRAPHICS	SOUND	GAMEPLAY
50%	50%	80%

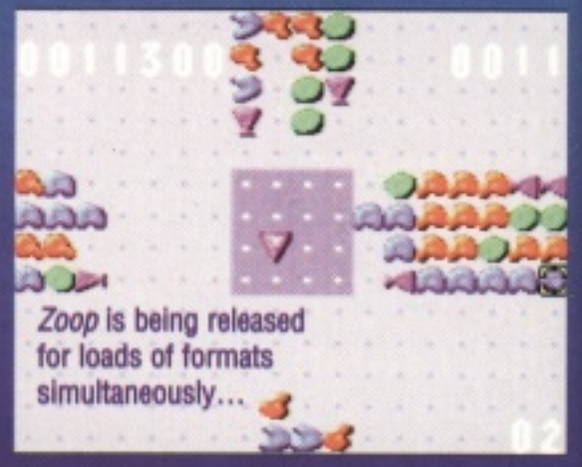
GAMELIFE	OVERALL SCORE:
80%	78%

VERDICT: Plentiful vim and verve plus some clever-clever ideas about pacing and story paths boosts this platty shooter to the status of Good Thing. And a cheer for The Phantom, who truly is the supplest hero of 1995.

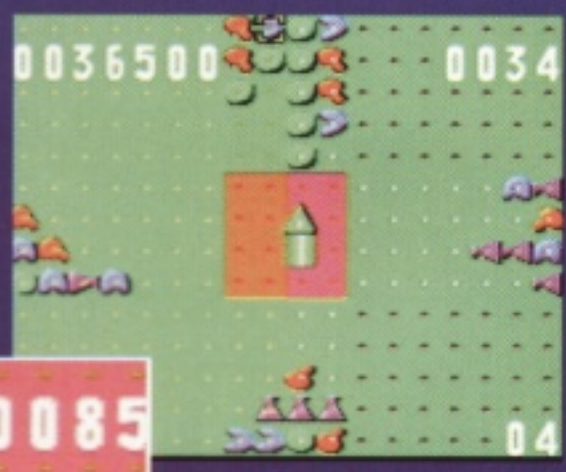
ZOOP

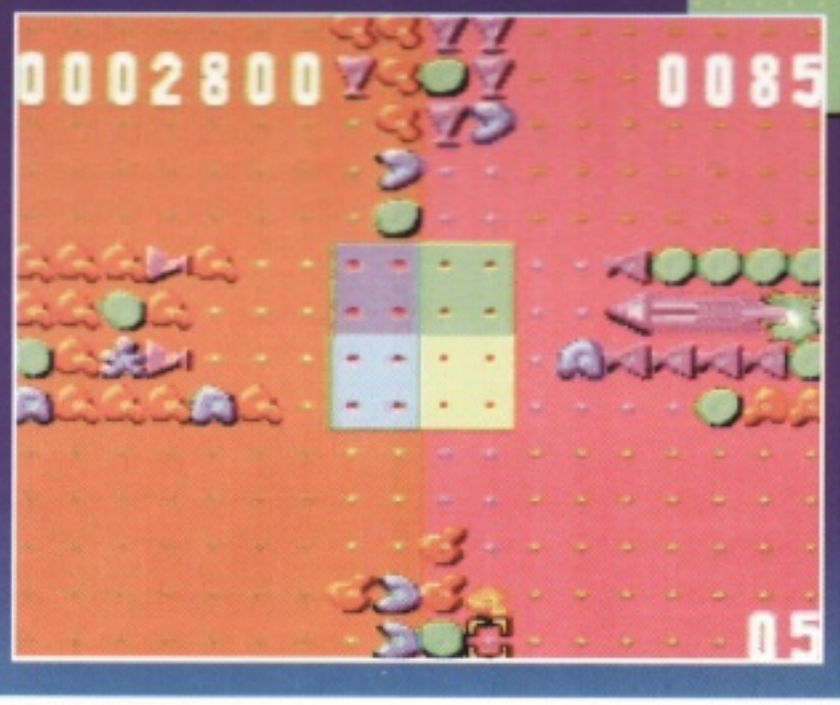
They're claiming it's better than *Tetris*, but our report from Amnesty International says otherwise.

The press materials surrounding *Zoop* refer to it as a new global phenomenon.



Zoop is being released for loads of formats simultaneously...



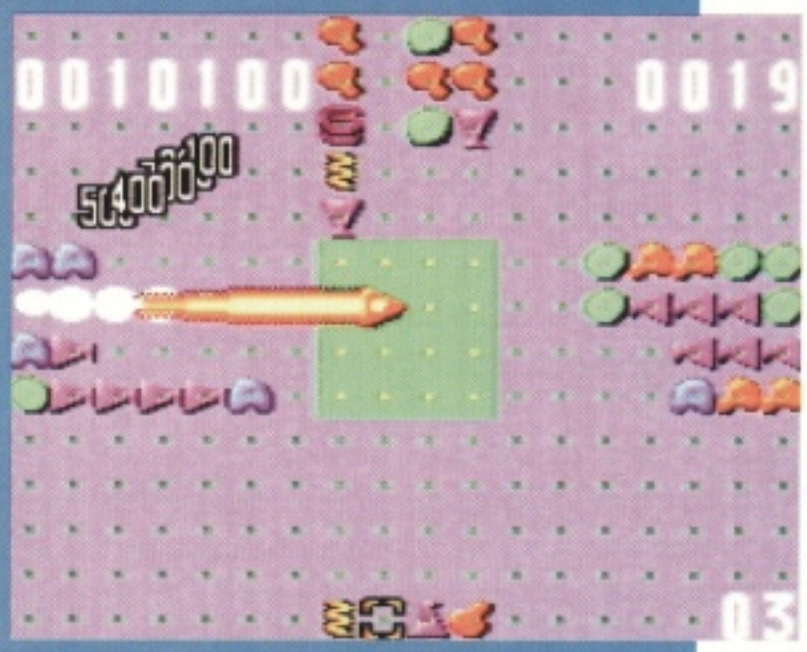


Apparently the backgrounds make the game more challenging by confusing your eyes. This new visual trick is patented under the name of Optichallenge™.

Is it bull, or not? You be the judge.

UK Release

Game: Zoop
Publisher: Viacom New Media
Developer: In-house
Price: £34.99
Release: 28 November
Players: 1
Cart ROM: 4 Mbits



Zoop has ten different speed settings. Go speed racer, go!

So they, whoever they are, have sat you down in a dark room, lit only by an angle-poise lamp, given you a pot of sharpened pencils, a pad of paper and a rickety school desk. They've set you on a mission to design a puzzle game. But more intimidating than that, is the fact that they promise to laugh cruelly at anything you produce that they can compare to *Tetris* or *Puyo Puyo*. No matter how much you shout, no matter how much you beg to be freed, your captors will only pass bread and water through a small hatch, whispering through it each day "Well? Do you have anything for us yet?"

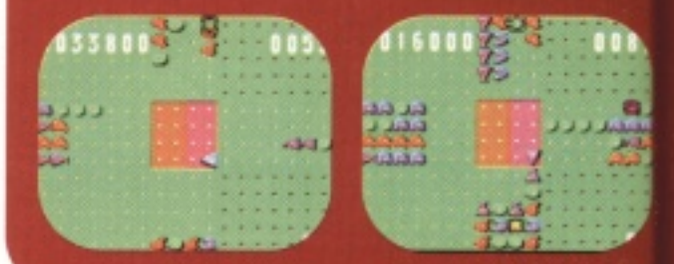
Alright, so *Zoop* probably wasn't conceived in these circumstances, but if you think about it, designing a puzzle game can't be easy. Platformers, adventures, beat-'em ups, shoot-'em ups, RPGs – they're all variations on a theme. But a puzzle game? To be a good puzzle game you've got to re-invent the genre every time. You can't just design a new sprite set, some new level designs or a pile of new special moves and pass it off as a whole new gaming experience. *Zoop* has a brave go at creating a new puzzle game. It succeeds. Not spectacularly. Not impressively. But just originally.

The game concept may at first seem dead fiddly. You occupy the centre of the screen, controlling an arrow which can point in any of four directions, left, right, up or down. The pointer slides around a four by four grid, which is approached from the outside by a rampaging, marauding gang of coloured, plasticky symbols. You have to position yourself to be able to pick off the incoming shapes before they encroach upon your central reservation. If any reach your area, then it's a tacky little explosion and Game Over.

The tricky bit, and, yes, with puzzle games there always has to be a tricky bit, is that you can only take out incoming shapes which are the same colour as your pointer. If you shoot a different colour then the beam will ping back and swap your colour for that of the targeted block. And, when you shoot an approaching block of your colour, deleting it from the screen, your beam subsequently hits a different coloured block – making it change again. As you'd imagine most of the game is spent in a madcap dash trying to change to the nearest block's colour to take it out before it kills you.

You can play either for survival or points, but it's like the man says, "points mean prizes". So rather than just getting by, there are lots of nifty ways to increase

TAKE THE OPTICHALLENGE™



Zoop was designed by Hookstone, the company responsible for *Alfred Chicken*...

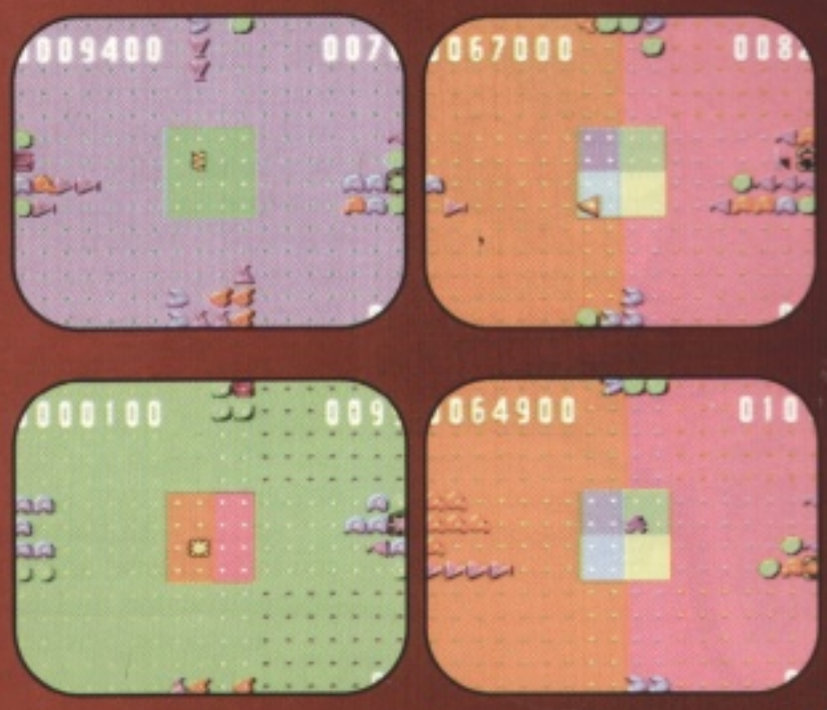
...he's the only computer game character to stand for a bi-election (Christchurch 1993.

UP FRONT!

The front end to *Zoop*, is original and some would say minimalist. Erm. They've put stuff in lower case and used blocks of colour... which probably makes it modern art.

PUZZLIN' POWER-UPS

What a selection! There are four ways to soup up the *Zoop* experience. Don't worry about the regular block shapes – only look at their colour. But here's the selection of... ahem... super-blocks that are available for boosting your scores.



ZOOP

Viacom New Media

GRAPHICS	SOUND	GAMEPLAY
64%	52%	82%
GAMELIFE	OVERALL SCORE:	81%
85%		

VERDICT: There can be no doubt that – yes! – this is a puzzle game. Not an earth-shattering, SNES-stretching, terrifying, captivating, radical experience. Just one to while away a dozen afternoons chasing a high score.

your score. Most of which rely on trying to take out whole lines of the same colour. So you may have to wait until things are really dangerous and you're about to be massacred! If you're even craftier, then you can actually swap incoming blocks, rather than wipe them out, to save up for a big points gain. Check out the boxout for full details on the power-ups – another top route to high scores.

The biggest problem however, is that most of the time you'll just be struggling to buy time and survive – when you'd rather be racking up points. Though difficulty rises in a semi-gradual curve, it gets dreadfully tough after much too short a time. Whereas with a game like *Tetris* you have a vague sort of idea which pieces you're hoping for and what you might do with them, *Zoop* requires you to think five or 10 shots ahead if you're ever going to stand a chance of getting a decent score. And nuff respect to the game, it's one of those where you'll be watching your points closely and fighting for a place on the high score table.

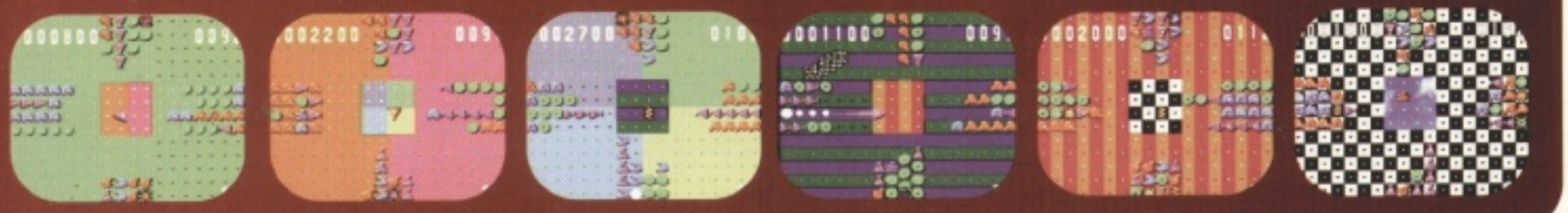
Presentation is nothing to write home about, but then it's a puzzle game – what do you expect? Explosions? Spaceships? Exciting looking power-ups? Well, *Zoop* has all three of these, but the rendering is far from what you might call exceptional. But even with relatively primitive graphics, it does have that looking-over-the-shoulder effect so common to puzzlers. Play this game alone or tolerate back-seat players telling you exactly which colour you should be going for next and how, if they'd been playing there's no way they'd have done something like that!

Tunes are boppy and cheery enough, but the *Zoop* noise, after which I imagine the game is named will really start to grate after a couple of games. Zoop, or to give its proper name a slightly-scratching-whoopy-sound, is the sound effect which pops up whenever you press the fire key. Sure, you can turn the sound down, but a wider array of effects, saved up for when something extra special happens, would turn *Zoop* into a much more sonicly pleasing experience.

The most exceptional thing about *Zoop* is its marketing. Taking a fairly basic and entertaining puzzle experience, then giving it a clever name and a smart logo. On the addictiveness scale it scores highly, but is it a game that really stretches the SNES? Well, no. *Zoop* could fill a gap in your life if you can't bear to look at *Puyo Puyo* any more. But I'd still much rather just play *Tetris* on my Game Boy. From the darkened room you hear a whimper as you whisper through the feeding hole. "Well, it's okay. But it's not as good as *Tetris*, is it?"

● **James Binns**

Apparently the background patterns make use of a strange, new trademarked technology, which goes under the name of Optichallenge™, whereby the game gets harder with the amount of graphical noise going on behind the action. Hmmm. Do you feel your head spinning looking at these grabs? No? Okay then. Try imagining these patterns pulsating while you try to focus on your arrow!



The old 'travel up the column using fans' trick, not too far removed from *Nodes of Yesod*.

And collapsing columns, straight out of every other game, ever.

UK Release
Game: Aaahh!!! Real Monsters
Publisher: Viacom
Developer: Real Time Assoc.
Price: £39.99
Release: November
Players: One
Cart ROM: 16 Mbits

The monstrous trio in full.

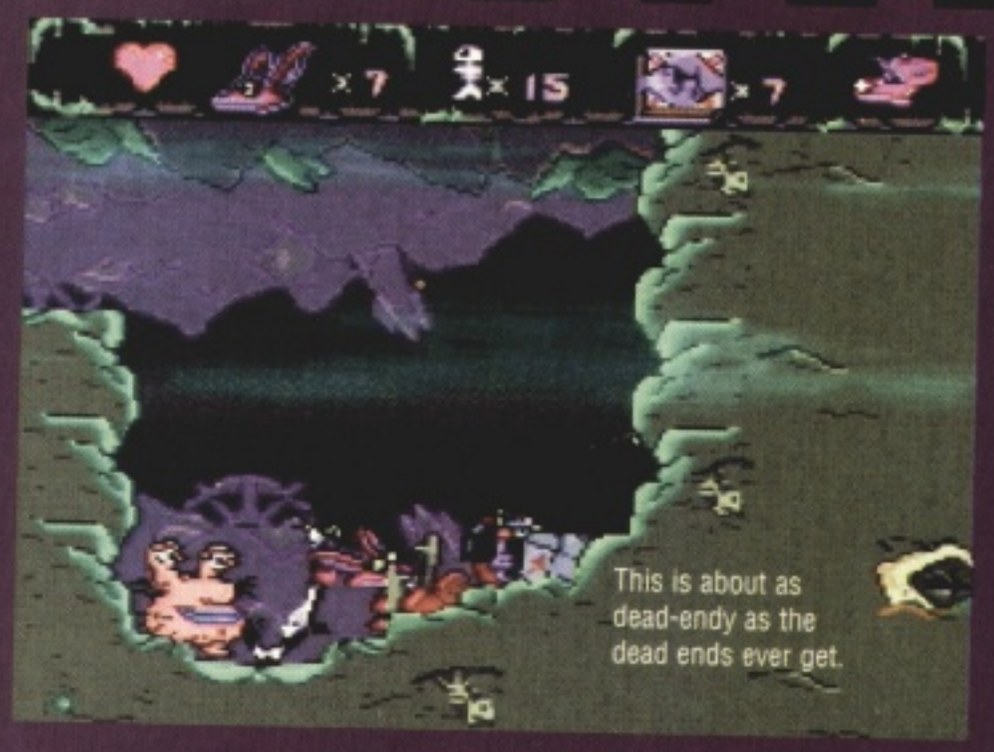
AAAHH!!! REAL MONSTERS

It's a licence. It's a platformer. It's got the Real Monsters in it though. Anyone? Anyone?

Saturday mornings in Britain very nearly proved themselves to be worth getting up for when they started showing decent cartoons. If you're disturbed enough to be up by eight, you'll catch *Aaahh!!! Real Monsters* – another creation of Klasky/Csupo (the people behind the mind-blowing Duckman). *Monsters* follows the fortunes of three trainee ghouls – Ickis (short purple fing), Oblina (stick fing) and Krumm (short fat fing) – as they go through university trying to become qualified monsters. Feed this into the Licensator™, and you'll be playing a platform game, each level having set goals such as finding something, or scaring someone, then finding something.

You're in control of three characters, the two who you leave unattended follow you, either mimicking your moves or, more brutally, falling off-screen and blipping back into existence right next to you. The idea behind *Monsters* is to switch between each character whenever necessary, using their individual skills to solve a variety of puzzles. In reality, the three characters have almost identical abilities, their only special abilities being the 'trios' – actions which involve all three monsters at once. This would seem to be the only reason you should bother with anyone other than Ickis.

Armed with these three foul beings, you take on level after level of bland, unsophisticated and tired devices and problems, solving them in the same way as every other platform game since the dawn of time. There are



This is about as dead-endy as the dead ends ever get.

If you get bored, though, you can always play basketball.

AAAHH!!!

If you get bored of just being three squat, ugly monsters, you can diversify with a full range of scary faces that, unfortunately, all do the same thing. Each character also has a special move – you can whack one of Krumm's eyeballs across a level to see more, use Krumm and Oblina's weight to throw Ickis that little bit further, or get Oblina to climb on his friend's heads to jump higher.

The problem with short pink bloke is that he doesn't really do anything massively useful. Apart from obey the licence.

moving platforms which need to be timed correctly (Mario style), long ramps to rolls around (Sonic style), and things to throw (every damned style) that are collected as you work through each level. The fact you're playing with – aaahh!!! – real monsters finally comes into effect when you use one of the "three unique scare moves" that are exactly as unique as three different animations that all do the same thing – it's just a smart bomb.

If, by this point, you've noticed nothing new in *Monsters*, you're right – there's always going to be a spring at the bottom of that long drop, there's always going to be a secret bit exactly where you expected, there's always going to be a creature running towards you in that narrow corridor, and you're always going to know how to deal with it. There's no "ooh – what does that do?" and no "I wonder which way to go here". Dead-ends are always short, and always contain a goody. The restart points are only found along the well-marked path, and you'll rarely find yourself trapped or in a pickle of any description.

Okay, so maybe this is all a bit downbeat – if you've never played a platform game before, or you have a long-term memory span of around seven minutes, you'll be continually challenged by this exciting, varied and original game. If you're in love with the cartoon so much you just want to see the characters jump around on-screen, you'll get your bacon here. If, like the rest of us, you expect a little more, you'll be disappointed. It's just an ordinary platform game, you see. It's limiting.

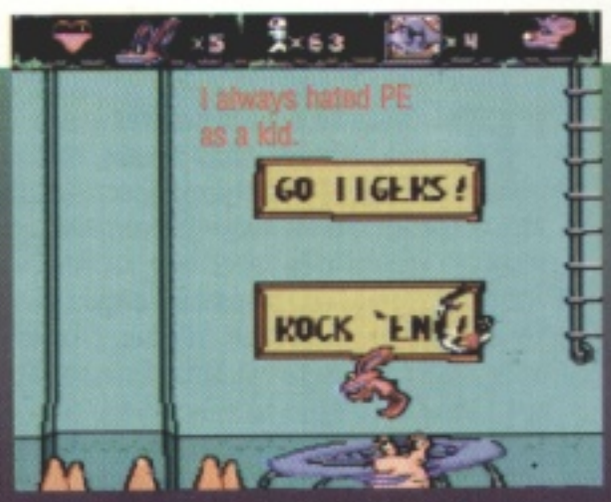
● **Simon Forrester**

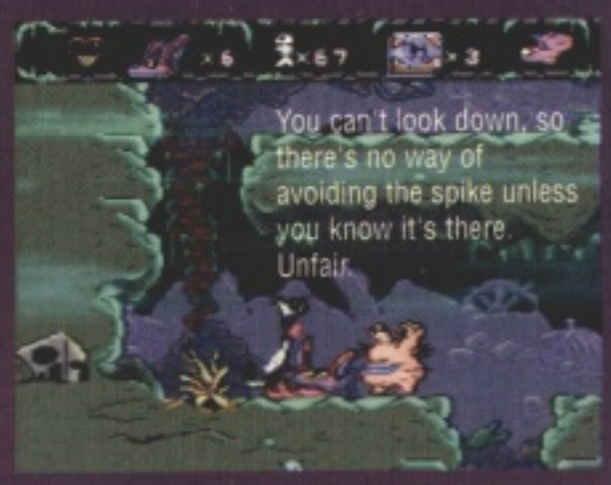
AAAHH!!! REAL MONSTERS

Viacom

GRAPHICS	SOUND	GAMEPLAY
82%	79%	70%
GAMELIFE	**OVERALL SCORE:**	**65%**
58%		

VERDICT: It's a tad more fun that the text above makes out, but not by much. Buy *Mario*, *Lost Vikings* or *Pitfall 2* instead.





Ickis is probably the best all-rounder of the three.

Oblina-needing obstacles are used regularly throughout each level.

FLAWS

And then there are the obstacles that you can't pass without taking a hit. Whether it's two pipes taking it in turns to form an inescapable torrent of gunge or a set of steps with basket balls continually bouncing down, it'll be in there.

These flaws aren't exactly a crime against humanity, but they make all the difference when you're playing.

The wider the lines mown in the pitch, the faster the game. How 'bout that?

FIFA '96 appeared last month, and now the reigning champion unveils its new team...

INTERNATIONAL SUPERSTAR SOCCER DELUXE

Kick off, obviously.

It's unusual to find a man with this much space in midfield.

STARS IN THEIR HAIR

Valderamma, clearly.

Baggio, undeniably.

Gullit? Reckon so.

Ravanelli and no mistake.

Despite its name, *Superstar Soccer*'s players have generically national names like Hodges or Dubois but Konami have taken advantage of certain players', um, distinctive hairstyles to field a glittering array of the world's biggest stars and those squads, including names, are fully editable.

The trick to making a valuable sequel to a quality game, as *Mario* fans would tell you, is to build on the original title's strengths, adding enough genuinely new features/levels/options to keep fans happy, while not eradicating whatever it was that sparkled in the first place.

At first glance, and even on the first play, *ISSD* looks to be worryingly close to its predecessor. The front end is, in direct contrast *to FIFA '96*'s *The Day Today* slickness, as tackily cheap 'n' cheerful as ever, although a quick delve reveals new scenarios and some new, fully editable mini-leagues and tournaments. Even kicking off doesn't immediately reveal any massive improvements. Peer deeper into *Deluxe*'s murky depths, though, and it soon becomes pretty clear that this is a game which is leagues ahead of EA's latest.

The players have even more tricks up their shorts than ever. Whereas in *ISS* it was only possible to spend about a year mastering the range of heel lifts, headers and overhead kicks on offer, *Deluxe* could probably support a degree course in advanced sprite control. Not only do your squad retain the skills that placed them head and shoulders above the more simplistic hoofing antics of other game's sprites, but have obviously spent a fair amount of time on the training ground too, learning even silkier skills. There's now a penetrating one-two which will get you through over-organised back fours, a lovely little step-over that, if timed right, can even throw off the computer's ruthlessly efficient tackles and, should you lose possession, a cynical shoulder charge and

The keeper basks in the spotlight.

1-3-5-1?

If you fancy yourself as a bit of a tactical wizard, and don't we all, *ISSD* will go to unheard of lengths to accommodate your barroom philosophies. Fancy playing one at the back and nine up front? Go for it.

The full squad and formation is displayed.

Including attack participation...

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UK Release

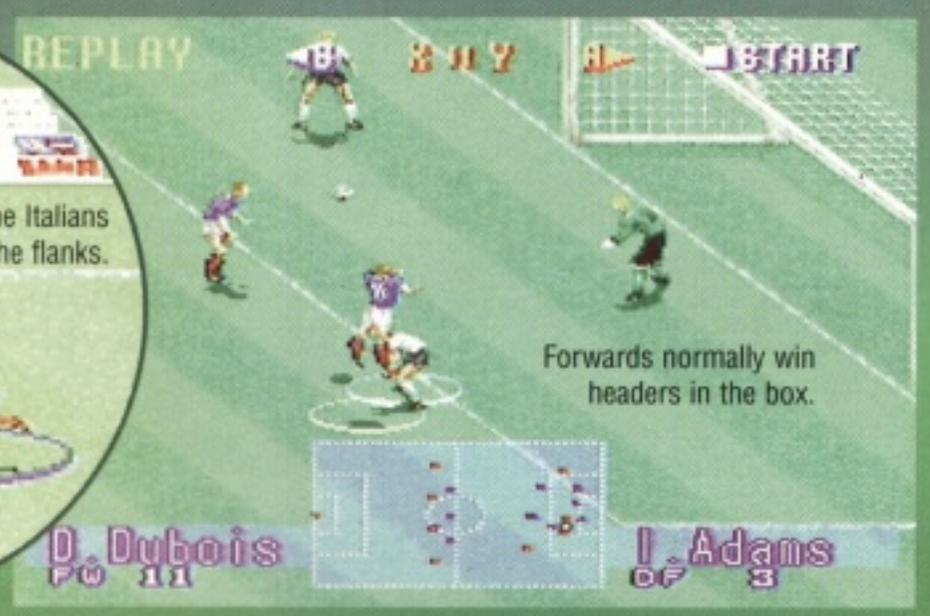
Game: International Superstar Soccer Deluxe
Publisher: Konami
Developer: In-house
Price: £49.99
Release: December
Players: 1-4 simultaneously

CANINE CAPERS

Tucked away inside *ISSD* is a previously unthought of feature. Canine officials. Honestly. Instead of whistling, the ref barks and the linesmen hold the flags in their teeth. We would tell you how to get them but that would be telling, and to be honest, it just happened one day.

The replay mode's now available at any time.

This is the new stadium sequence. 15 tiers, 2,000,000 people. That's what it looks like, at least.



a pair of new sliding tackles. Fans of the original will still be able to play the game reasonably effectively using their old techniques but to really progress they're going to have to get to grips with the new regime, especially as the difficulty level's now been upped – the default medium setting of *Deluxe* being equivalent to the hardest level in the former game.

Konami haven't exactly neglected the boot-room side of the game either. The previous four tactics have been joined by four more and, best of all, you can choose four of them, *Madden* audible style, and switch between them during play. Pre-match tinkering's been taken to an even more rarefied level. For a start there are 16 standard formations but even that doesn't hint at the sort of flexibility the game offers. Each player's position in any given formation is fully editable so that, should you choose, you can pull all of your midfielders into the middle of the pitch, blocking play but exposing the flanks, or stretch the whole team the length of the pitch. On top of this you can select each player and dictate whether they take part in attacks, effectively deciding how much of your squad you can throw at the opposition goal while providing reasonable protection for your own. Yellow and red cards now carry over too, so tournament length strategies and squad pools are now an important factor. The strength in depth that *Deluxe* has in this side of the game is such that it's not ridiculous to suggest that given more memory and a backup system there's a reasonably high-end management sim lurking in here.

It's hard to fault *ISSD* in any respect, and given *FIFA '96*'s mediocre reshuffle it looks like a certainty to be the people's champion once again. And we haven't even mentioned the improved player intelligence, new four-player option, reams of extra animation, player handicaps, extra teams, improved penalties...

● **Will Groves**

International Superstar Soccer Deluxe

Konami

GRAPHICS	SOUND	GAMEPLAY
92%	80%	94%
GAMELIFE	**OVERALL SCORE:**	
94%	94%	

VERDICT: ***Deluxe*** **is just that. Every feature of the game's been improved radically and the combination of fluent but technical play and tactical depth looks unbeatable.**

Including attack participation...

NBA GIVE 'N' GO

Konami have a crack at basketball. Give it a go.

SNES sports fans are indeed a blessed race. They can name any sport and have a vast crop of suitable games to pick from. What a joy, what a pleasure – what a pain. You see, choice is one thing, but when there are so many 'good' games, deciding which one is 'best' is just about impossible. Take basketball games, for instance, there are bleedin' hundreds of them. Well, here's Konami's *NBA Give 'n' Go* to further complicate the choice. Is this the one for you? Let's find out.

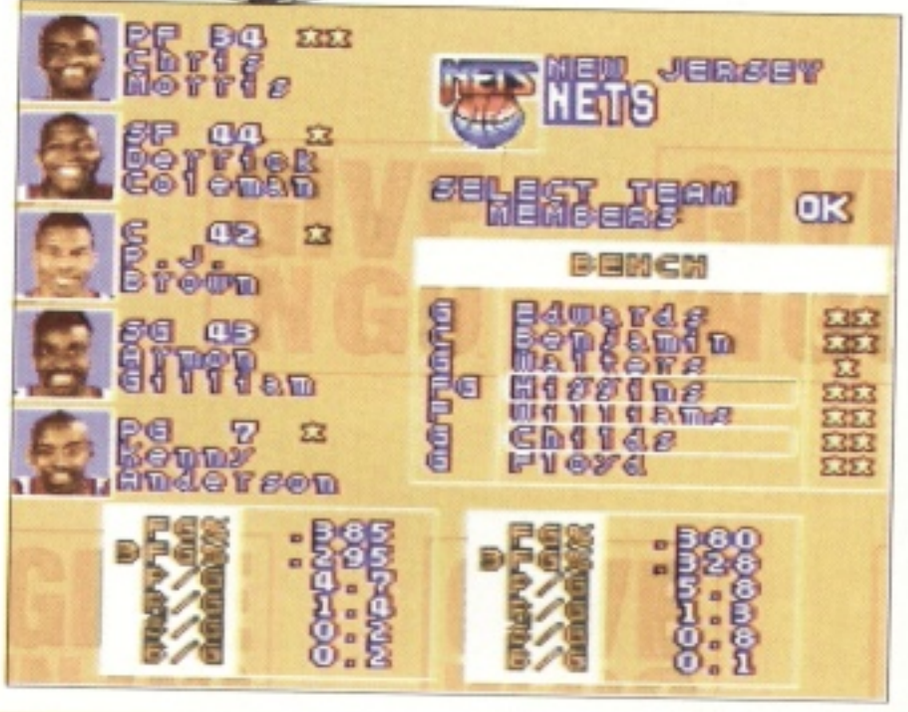
Give 'n' Go is the SNES version of Konami's top arcade basketball game *Run 'n' Gun*. Sports games tend to go for the "good heavens, it's just like playing the real thing" angle, or the "stuff realism – let's play" route, and it'll come as no surprise that arcade masters Konami have chosen the latter. A wise move considering the current SNES basketball great, *NBA Jam*, also follows this tack. It's this same audience that *Give 'n' Go* is aiming to please.

Innovation time! *Give 'n' Go*'s most interesting feature is its unusual view of the court, with the camera magically hovering at basket-height and moving up and down, keeping pace with the ball. The impression of depth this gives is impressive and the players scale in size as they squeak about. It's all done pretty smoothly, but the players do change size in rather noticeable steps. As one approaches

This man is both slamming and dunking. Hey! He's slam dunkin'!

"Is it the shoes?" In this case I think not. This is *Give 'n' Go*!

There are loads of teams. You can even pick who you want to play as.



TO THE POWER OF FOUR

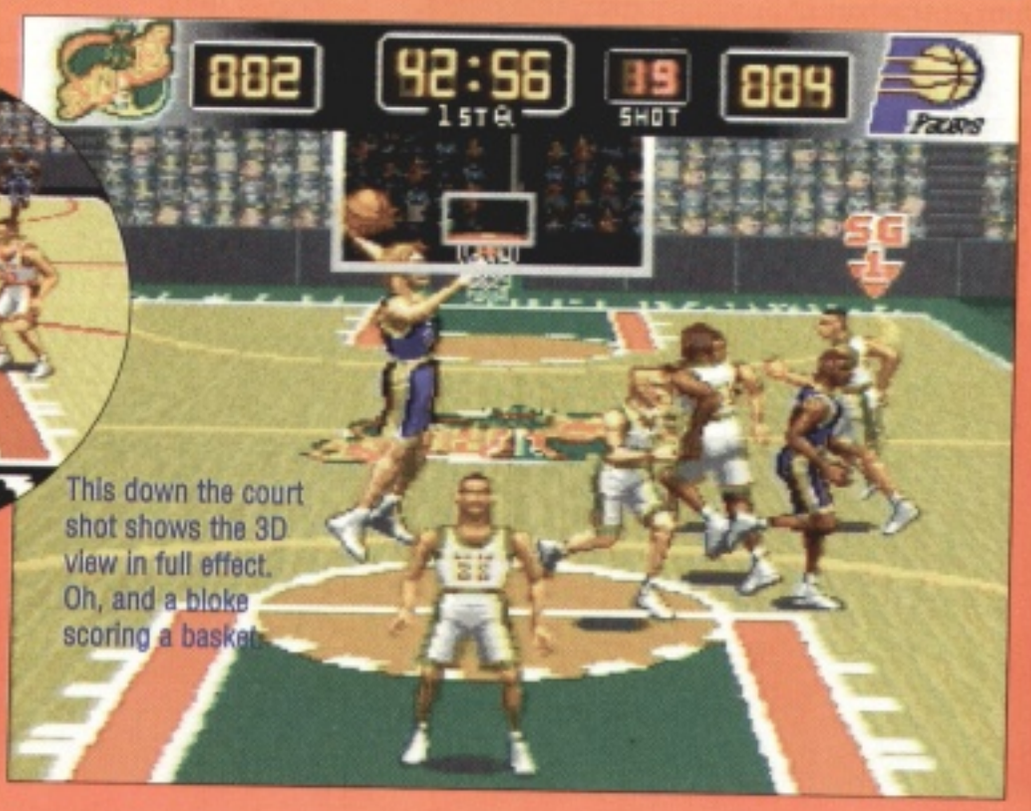
Give 'n' Go cleverly supports multi-taps to offer four-player fun in the area! The clever bit comes about if you pass: it'll always try and pass it to your human-controlled team mate.

Four players pick their preferred controls.

Next up they pick their teams. Player 1 and 2 Vs. Player 3 + 4.

Player 1 waits for team mate 2 to get into position. Hurry up!

Player 2 makes a break for it, Player 1 passes and 2 slam-dunks it!



This down the court shot shows the 3D view in full effect. Oh, and a bloke scoring a basket.

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e approaches

" In this case I
Give 'n' Go!

At times the court looks like a seething mass of shorts, vests and bald heads.

he'll suddenly grow a foot in height as his sprite switches to the next largest, then, as he moves away, his new-found loftiness is reclaimed as the sprite switches back. This is perfectly acceptable though – when you consider the game is animating and scaling ten such players *and* scrolling the court about, it's mightily impressive.

One problem the view creates comes about if you're playing as player two which means playing 'out of the screen'. As player one's basket isn't present most of the time, it can be hard to judge how far away it is. Is it worth a shot or should you get in closer? A minor niggle, but a niggle nonetheless.

See how players in the foreground are bigger than those in the background? Clever isn't it?

Play involves mastering a pretty complex range of button presses, but, like the viewpoint, you'll get used to it. The shoot button, for instance, produces fake shots, fade away shots, rebounds and, most satisfyingly, dunk shots, all with careful timing and positioning of the direction pad.

In addition to *Give 'n' Go*'s arcade mode the game offers a more realistic exhibition option, which includes all the penalties, fouls and player substitutions you could wish for. You can even edit your team and play a full season of 82 games and save your progress to the game's battery-backed RAM. While these features are nice additions, *Give 'n' Go*'s roots are definitely in the arcade world and these features appear bolted on in an attempt to make it a jack of all trades. Don't be taken in, this is a sports game, not a sports sim.

When it comes to pure arcade action, *Give 'n' Go* is hard to beat, with its great music and in-game commentary really building the atmosphere. If you can get to grips with its unusual 3D view and comprehensive controls you're in for a treat.

● **Dan Griffiths**

ADVANTAGE PLAYER ONE

Thanks to the 3D view, player one has a permanent advantage. While his target is always present, the other is prone to magically materialise.

Where the ruddy heck's the basket, eh?

It must be round here somewhere...

Ah, there it is, and not a moment too soon.

While the 'special move' shots aren't too impressive they're still satisfying to pull off.

As usual Konami haven't skimped on the presentation. There's even a map that shows you where you're playing.

UK Release
Game: NBA Give 'n' Go
Publisher: Konami
Developer: In-house
Price: £59.99
Release: December
Players: 1-4 simultaneously
Cart ROM: 16 Mbits

NBA GIVE 'N' GO
Konami

GRAPHICS	SOUND	GAMEPLAY
82%	86%	88%
GAMELIFE	OVERALL SCORE:	85%
76%		

VERDICT: It's arcade action all the way. For real-world accuracy go for *NBA Live '96* but in pure fun to play terms this really gives *NBA Jam* a run for its money.

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KILLER INSTINCT

SUPER PLAYER'S GUIDE

Join Zy Nicholson's masterclass in combos. Beat your mates and be the best at KI.

Check your manual and you'll find a flowchart demonstrating the sequence of Opener, autodouble, Linker, autodouble, end special. Autodoubles after Openers don't follow the same rules as jump-ins, so for each character we've listed all the Openers, the Linkers, their autodoubles, and a choice of end specials. In short, a DIY combo guide.

Unfortunately, the best combos tend to rely on the player exploiting loopholes in the engine. We can't give you a reliable formula for weird combo construction, but we can explain some of the tricks we've used.

If you delay performing the Linker by a fraction of a second, the CPU will mistake it for an Opener. Some of the biggest combos listed use this trick to acquire more hits, and I've marked the point where you should make a slight delay with [gap]. Don't let the preceding hits count within the combo, as they're merely a set-up to cue the Linker.

In addition, you may get away with placing a second Linker in a normal combo to prolong it. This technique works regularly with both Cinder and T.J. Combo. However, the greatest trick is to slip a second Opener into the middle of the combo. It's unorthodox and it never works perfectly – it can all end on an autodouble, or have no ending at all – but it certainly bumps up the hit count.

Try experimenting with Combo, Orchid and Riptor in particular to find second Openers.

Sometimes you can insert extra moves in a normal combo, and this is where your dexterity is really put to the test. For example, Jago's biggest Killer starts off as an innocent 12-hitter constructed by the book: but add a slow fireball that catches you up later, a 2-strike transition Wind Kick, an extra jab placed within the final Tiger Fury, rounding off with a turbo fireball air juggle, and you've got 16 hits – 18 with a flashing line – that will wipe those anonymities from the high score table. In Orchid's case, even special moves can occasionally slip into the combo without prematurely ending it.

If you're fast enough, it's often possible to substitute a normal attack for the regular autodouble. You'll only get one hit, but the combo will be unbreakable at that point. Or you can sneak in a normal or Top Attack just before the Opener. A combo can also round off with normal moves or special moves rather than the listed end specials – again, you'll get fewer hits, but the combo becomes unbreakable (and you stand a better chance of a dizzy).

Air juggles

Many combo endings – and some special moves – catapult the victim into the air. An air juggle is a move that will catch them on the way down, adding an extra hit to the combo (and possibly more with a flashing line). We've denoted the end specials that can be followed by a juggle.

Air Combos

If your jumping attack connects with an opponent in mid-air, you can try to follow up with a second mid-air hit. Air combos obey a similar rule to Combo Breakers: a flying fierce should be followed by a medium attack, medium by quick, and quick by fierce. Caution – you WILL need the reflexes of a superhero.

Turbo Moves

We've listed certain basic moves that can be performed in turbo gear. However, almost any end special will turbo if you hold and release the attack button, and it makes breaking it just that little bit harder. The number of buttons you keep held is only limited by your dexterity: I've listed some of my own double turbos to demonstrate the speed you can attain.

Some combos are described as Slow Motion. By doing a turbo end special between the hits of the last autodouble, the combo may suddenly crunch into the wrong gear. There are other ways of doing Slo-Mo combos – by inserting normal moves, for instance – so keep looking.

Flying Knee: chB, F+6 (pass through 'special' projectiles)

TRANSITION MOVES

Rollercoaster / K.O. Knee: chB, chF+2, B+5

Powerline Fake: chB, chF+3, B+3

Transitional Powerline: chB, chF+3 then add Turn Punch (B+1), or Rollercoaster (B+2) or Flying Knee (B+6)

Below: a cross-up with TJ's 3 sec-charged end special.

Abbreviations

QCF = Quarter Circle Forward (D, DF, F)
QCB = Quarter Circle Back (D, DB, B)
HCF = Half Circle Forward (B, DB, D, DF, F)
HCB = Half Circle Back (F, DF, D, DB, B)
QCDB = Quarter Circle Down Back (DF, D, DB)
chDB, chB3s = charge down-back, charge back 3 seconds
1 = Quick punch **2** = Medium punch
3 = Fierce punch
4 = Quick kick **5** = Medium kick,
6 = Fierce kick
P = any punch, **K** = any kick,
A = any punch or kick
hd1, re1 = hold 1, release 1

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Air Juggle: chB, F+3
Danger Move: QCF+6 (into the camera)
Humiliation: D, D+1
Air Combo: F, B+K

OPENERS	AUTOS	END SPECIAL
chB, F+1 (1 hit)	1, 2	chB, F+1 (4 hit, air)
chB, F+2 (2 hit)	4, 6	chB, F+2 (3 hit, air)
chB, F+4 (1 hit)	1, 2, 5	chB, F+3 (4 hit)
chB, F+6 (1 hit)	1, 2, 5	chB, F+6 (3 hit, air)
chB3s, F+2 (3 hit)	4, 6	chB3s, F+2 (4 hit)
chB3s, F+3 (1 hit)	4, 5	ULTIMATE:
chF, B+1 (2 hit)	4, 5	QCB+5
LINKER:		ULTRA:
chF, B+1 (2 hits)	1, 5, 6	chF, B+3

AUTODOUBLES: 2 hits (2, 3, 4), or 3 hits (1, 5, 6)

COMBOS
Expert Killer: chB3s, chF+2, B+1, chF+5, B+1, chF+5, chB+1, 5, F+6, juggle (22-24 hit)
Expert Ultra: chB3s, chF+2, B+1, chF+5, B+1, chF+5, B+1, chF+hd3, 5, B+re3, juggle (37-39 hit)
chF, B+1, chF+4, B+1, chF+6, chB+1, 6, juggle (15-17 hit)
hd3, jump in, 1, 4, re3, 3
(from far) chB3s, F+3, chDB, 3+F
Blaster: chB, 6+F, chB+5, F+3
Slow Motion: chDB3s, 3+F, 6+chB, F+6, juggle

Double roundhouse: 6, B+6
Turbo Cyberdash: hd6, chB, F+re6
Reflect: QCB+hdP
Plasmaport: B, QCB+P (in front, 3=nearest) or B, QCB+K (behind, 6=nearest)

The juggle has up to 2 hits.

Plasmaport to confuse 'em.

TRANSITION MOVES
Dashing Plasmaslice: chB, F+K, QCF+1 or hd6, chB, F+re6, QCF+1
Plasmaport Fake: B, QCB+1/2/4/5, B, QCB+3/6 (you can also begin ANY OTHER special move whilst Plasmaporting)

Air Juggle: F, B, HCF+1 (just QCF+1 on flashing line)

Danger Moves: QCB+3 (lasers)
Humiliation: HCF+5
Air Combo: F, QCF+P

The slo-mo ends on a turbo plasmaport & slice: impressive even if it fails...

OPENERS	AUTOS	END SPECIAL
close, 6 (2 hit)	none	B, QCB+1 (4 hit)
chB, F+4 (1 hit)	1, 2	chB, F+5 (3 hit, air)
chB, F+5 (1 hit)	2, 3	F, QCF+3 (4 hit)
chB, F+6 (1 hit)	5, 6	QCF+2 (4 hit)
QCDB+6 (1 hit)	1, 5	ULTIMATE:
LINKER:		QCDB+2
QCDB+6 (2 hit)	1, 5, 6	ULTRA:
		F, QCF+1

AUTODOUBLES: 2 hits (3, 4, 5), 3 hits (1, 2, 6)

Expert Killer: 6 [gap] QCDB+6, chB, F+6, 6, QCDB+6, chB+6, F+5, juggle (16-17 hit)
Expert Ultra: 6 [gap] QCDB+6, chB, F+6, 6, QCDB+6, 6, F, QCF+1, juggle (31-32 hit)
cross-up: UF, 6, 2, QCF+3
Master plasmaslice: jump in, 5, hd3, F, QCF+re3
Awesome Double Turbo: hd3, hd6, chB, F+re6, F, QCF+re3
Awesome Double Turbo: hd2, hd6, chB, F+6, 6, QCF+2
Slow Motion: hd1, chB, 6+F, 6, B, D, DB+re1

Great Tiger Fury: chF, QCF+3
Orange Endokuken: hd1, QCF+re1 ('special' projectile)
Turbo Wind Kick: hd6, QCDB+re6

Charge DF to make them think you're blocking low...

TRANSITION MOVES
Wind Kick Fake: QCDB+6, chB, F+6
Extra Wind Kicks: QCDB+6, chB, F+6, B, F+6, B, F+6

Air juggle: h2, QCF+r2 (red endokuken)
Danger Move: B, B, F, F+2
Humiliation: HCB+5
Air Combo: QCDB+K

OPENERS	AUTOS	END SPECIAL
QCDB+3 (1 hit)	1, 3	F, QCF+1 (2 hit, air)
QCDB+5 (1 hit)	3, 4	F, QCF+2 (3 hit, air)
QCDB+6 (1 hit)	4, 5	F, QCF+3 (4 hit)
LINKER:		QCDB+5 (3 hit)
QCDB+3 (2 hit)	4, 5, 6	QCF+1 (3 hit)
		ULTIMATE: HCF+3
		ULTRA: QCDB+4

AUTODOUBLES: 2 hits (1, 2, D+3, 4), 3 hits (5, 6)

Expert Killer: (from far) QCF+1, QCDB+6, chB, F+6, 5, QCDB+3, 5, F+1, D, DF+2, juggle (16-18 hit)
Expert Ultra: (from far) QCF+1, QCDB+6, chB, F+6, 5, QCDB+3, 5, F+1, DB+4 (30 hit)
Master Double Turbo: hd6, QCDB+re6, hd5, QCDB+re5
jump in, 3, hd5, QCDB+re5
Opponent cornered: cross up with 6, 2, F, QCF+3
jump in with 2, 6, F, QCF+hd2, juggle
D+3, QCDB+3, D+3, QCDB+3, D+3

Keep Mp held down after the End Special for your juggle.

Insert toilet humour here..

Back Flip: B+6
Turbo Fire Cat: hd3, chB, F+re3

Air juggle: QCF+1 (can use after Spinning Sword)
Danger Moves: B, F, F+1 (the flasher)
Humiliation: QCDB+3
Air Combo: F, B+P

Juggle without a combo!

OPENERS	AUTOS	END SPECIAL
chB, F+1 (2 hit)	3	chB, F+4 (4 hit, air)
chB, F+2 (2 hit)	3, 4, 5	chB, F+5 (3 hit, air)
chB, F+3 (1 hit)	4, 6	QCDB+3 (4 hit, air)
chB, F+4 (2 hit)	none	QCF+3 (4 hit)
chB, F+5 (3 hit)	2, 4	ULTIMATE:
chB, F+6 (3 hit)	1	HCB+5
QCDB+1 (1 hit)	4, 5	ULTRA:
QCDB+2 (1 hit)	4, 5	chB, F+2
LINKER:		
chF, B+5 (2 hit)	1, 2	
AUTODOUBLES: 2 hits (2), 3 hits (1, 3, 4, 5, 6)		

Expert Killer: chB, F+6, chB+1, F+6, chB+1, F+6, chF+1, chB+5, 1, F+6, 1, QCDB+3, juggle (32-34 hit)
Expert Ultra: chB, F+6, chB+1, F+6, chB+1, F+6, chF+1, chB+5, 1, F+6, chB+1, F+2, juggle (46-48 hit)

Cat / missile invulnerability.

Turbo Sword: hd3, UF (jump in), 5, QCDB+re3, juggle
jump in, chB, 1, 4+F, juggle (9 - 11 hits)
chB, F+6, B+6, 5, QCDB+2, 4, QCDB+3, juggle (18-20 hits)
(from far) hd3, chB, F+re3, 6, QCDB+2, 4, QCDB+3, juggle

'Guile' Knee: F+6
Turbo Phoenix: h5, QCF + r5 (can't use U & D to guide it)

TRANSITION MOVES
Sammamish Swoop: HCB+3, QCB+3; or HCB, chB+3, F+3

Air Juggle: QCF+4
Danger move: QCB+6 (overzealous scalping)
Humiliation: D, D, F+4
Air Combo: QCB+P

Guide a Phoenix with U & D.

More missile invulnerability.

Not the kind of thing you'd like to get involved in yourself.

OPENERS	AUTOS	END SPECIAL
chB, F+1 (3 hit)	2, 6	chB, F+3 (3 hit, air)
chB, F+2 (3 hit)	1, 5	QCB+2 (4 hit, air)
chB, F+3 (3 hit)	2, 6	QCB+3 (4 hit, air)
chF, B+2 (3 hit)	1, 5	QCF+6 (3 hit)
QCB+1 (1 hit)	1, 6	ULTIMATE:
UF, QCB+3 (1 hit)	2, 4	QCDB+2
LINKER:		ULTRA:
chF, B+2 (3 hit)	1, 4, 5, 6	chB, F+1
AUTODOUBLES: 2 hits (2, D+3, 4, 5), 3 hits (1, 6)		

Expert Killer: chF, 3 [gap] B+2, chF, B+2, chF+1, B+2, 1, D+4, QCB+2, juggle (21-23 hit)
Expert Ultra: chF, 3 [gap] B+2, chF, B+2, chF+1, B+2, chF+h1, chB+2, F+r1, juggle (36-38 hit)
QCB+1, 1, QCB+2, juggle (9-11 hits)
Slow Motion: chF, 3 [gap] B+2, chF+6, B+2, chF+6, B+2, F+6, QCB+2 (21 hit)

Reverse Soul Sword: chF, B+2
Super Searing Skull: HCF+P (flashing line with three skulls or more)
Strong Sliding Kick: D+6
Air Skeleport: hd1, jump, D, D+re1 (appear front) or hd4, jump, D, D+re4 (appear behind)

TRANSITION MOVES
Soul Sword Rush: F, chF+3, B+2
Skeleport Fake: D, D+A, D, D+1
Sliding Kick, Searing Skull, Soul Sword and Bone Shaker can also be initiated from a Skeleport

Air Juggle: QCF+1 (repeat as many times as skulls)
Danger Moves: B, B, B+5
Humiliation: HCF+6
Air Combo: F, B+K

OPENERS	AUTOS	END SPECIAL
F, F+1 (1 hit)	3	F, F+1 (3 hit)
F, F+2 (1 hit)	5	F, F+2 (3 hit)
F, F+3 (1 hit)	2, 6	F, F+3 (4 hit)
QCDB+6 (1 hit)	1, 3	D, D+A (see below)
chF, B+1 (2 hit)	3, 4	ULTIMATE:
chB, F+2 (2 hit)	3, 4	QCDB+1
LINKER:		ULTRA:
chF, B+2 (2 hits)	3, 4, 5	QCF+3
AUTODOUBLES: 2 hits (4, 5, 6), 3 hits (1, 2, 3)		

A slide kick passes under missiles (r). Spinal's D,D+A end special is a mirror morph finish.

Below: absorb FIVE skulls from Cinder's Inferno attack...

Expert Killer: F, chF+2, 2, B+2, chF+3, B+2, chF+3, B+2, 3, D, D+A (18-24 hit)
Expert Ultra: F, chF+2, 2, B+2, chF+3, B+2, chF+3, B+2, 3, QCT+3 (32 hit)
F, F+2, 2, F, F+2 (6 hit)
Slow Motion: h1, chB, chF+2, 3, chB+2, 3, chF+2, 3, F, F+r1

Air Flaming Venom: U, QCB+P
Air Tailflip: U, QCDB+K

TRANSITION MOVES
Charging Dragon: chB, chF+2/3, B+3
Charging Tailflip: chB, chF+2/3, B+4
Charging Jump Rake: chB, chF+P, B+5
Jump Rake / Venom: chB, F+6, QCB+P
Jump Rake / Flip: chB, F+6, QCDB+6

Air Juggle: QCB+1
Danger Moves: HCF+2 or F, F, B+6
Humiliation: D, F, F+3
Air Combo: F, B+K

OPENERS	AUTOS	END SPECIAL
chB, F+1 (1 hit)	2, 3	chB, F+6 (3 hit, air)
chB, F+2 (1 hit)	1, 5	QCB+3 (4 hit)
chB, F+3 (1 hit)	5, 6	QCDB+1 (4 hit, air)
chB, F+4 (2 hit)	1, 6	QCDB+5 (2 hit)
chB, F+5 (2 hit)	1, 3	QCDB+6 (3 hit, air)
chF, B+4 (2 hit)	1, 6	
chF, B+5 (2 hit)	1, 3	ULTIMATE:
QCDB+3 (1 hit)	2, 4	HCF+1
QCDB+4 (2 hit)	5, 6	ULTRA:
QCDB+5 (2 hit)	3, 4, 6	chB, F+4
QCDB+6 (2 hit)	1, 2	
LINKER:		
chF, B+4 (2 hit)	1, 5, 6	
chB, F+4 (2 hit)	1, 5, 6	
AUTODOUBLES: 2 hits (2, 6), 3 hits (1, 3, 4, 5)		

elow: absorb FIVE
xulls from Cinder's
ferno attack...

hF+3, B+2, 3,

, 3, chB+2, 3,

RIPTOR

P

/3, B+3
/3, B+4
F+P, B+5
6, QCB+P
CDB+6

, B+6

OPENERS	AUTOS	END SPECIAL
chB, F+6 (3 hit, air)		
QCB+3 (4 hit)		
QCDB+1 (4 hit, air)		
QCDB+5 (2 hit)		
QCDB+6 (3 hit, air)		
ULTIMATE: HCF+1		
ULTRA: chB, F+4		

, 3 hits

Use the fierce jump rake to fly over missile attacks, or fake a jump-in with the Air Venom.

Expert Killer: chB, chF+5, [gap], chB+4, 1, chF+4, 1, chB+4, 4, QCDB+1, juggle (18-20 hit)
Expert Ultra: chB, chF+5, 2 [gap] chB+4, 1, chF+4, 1, chB+4, 4+F, juggle (32-34 hit)
chB, 2+chF, 1, B+4, 4, QCB+3
jump in, hd1, 4, QCDB+re1, juggle

Brake your charge with a Dragon Breath transition.

SABERWULF

Invincible Sabrepounce: chB3s, F+6 (pass through 'special' projectiles)
Howl: QCDB+6 (instant flashing line, lost after successful Sabrespin)

A 'special' missile defeated.

TRANSITION MOVES
Sabreslap transitions: chB, F+5, F, then B+4 (Roll), or B+6 (Pounce)
Sabreslaps: chB, F+5, F, B+5, F, B+5, F, B+5... (Roll and Pounce can be added here too).

Air Juggle: chB, F+6
Danger Moves: B, B, F+2
Humiliation: F, F, F+1
Air Combo: F, B+K

OPENERS	AUTOS	END SPECIAL
chB, F+1 (2 hit)	3, 5	chB, F+1 (3 hit, air)
chB, F+2 (2 hit)	2, 6	chB, F+4 (4 hit)
chB, F+3 (2 hit)	1, 6	chB, F+5 (4 hit, air)
chB, F+4 (2 hit)	2, 3	chB, F+6 (3 hit, air)
chB, F+5 (1 hit)	1, 3	ULTIMATE:
chB, F+6 (1 hit)	1, 2	QCF+3
chF, B+2 (2 hit)	2, 6	ULTRA:
LINKERS:		chF, B+4
chF, B+2 (2 hit)	1, 2, 6	
chB, F+2 (2 hit)	1, 2, 6	
AUTODOUBLES: 2 hits (4, 5), 3 hits (1, 2, 3, 6)		

Expert Killer: (jump in), chF, 1, 4 [gap] chB+2, 6, chF+2, 6, B+2, chDB, 1, F+5, juggle (18-20 hit)
Expert Ultra: (jump in) chF, 1, 4 [gap] chB+2, 6, chF+2, 6, chB+2, chDF, 1, B+4, juggle (32-34 hit)
hd4, chB, 2+F, chB+1, F+re4
jump in, chDB, 5, 5, F+5

As many swipes as dexterity allows with a transition.

GLACIUS

Power Uppercut: QCF+6

TRANSITION MOVES
Trick Uppercut: QCF+5, QCF+6 (and vice versa)
More trick uppercuts: QCF+6, QCB+5, pause, QCF+6
Liquidize Fake: QCF, chF+4, repeat indefinitely (during Liquidize, you can do any other special move EXCEPT QCF+6)

Catapult them skyward...

... catch them with QCF+6.

Air Juggle: QCF+6
Danger Moves: B, B, B+6 (The Kleenex Challenge)
Humiliation: F, F, B+4
Air Combo: F, B+K

OPENERS	AUTOS	END SPECIAL
chB, F+1 (1 hit)	2, 6	QCDB+1 (4 hit, air)
chB, F+2 (1 hit)	2, 3	QCF+3 (4 hit, air)
chB, F+3 (1 hit)	1, 2	QCF+5 (3 hit)
QCF+5 (1 hit)	4, 6	QCF+6 (3 hit, air)
LINKER:		ULTIMATE:
chF, B+2 (2 hit)	1, 2, 6	QCB+1
		ULTRA: chB, F+3
AUTODOUBLES: 2 hits (1, 3, 5), 3 hits (2, 4, 6)		

Expert Killer: D, DF, chF+5, 4, chB+2, 6, QCDB+1, juggle (14-16 hits)
Expert Ultra: chB, chF+3, 2, chB+2, 2, F+3, juggle (28-30 hits)
chB, 3+chF, B+2, QCDB+1
hd3, D, DF, chF+5, 6, B+2, 6, QCF+re3, juggle
chB, F+3, D+6, QCF+3 (causes Shockwave to corrupt)
Slow Motion: chB, hd3+F, 6, QCF+r3

CINDER

Falling Comet: U, F, F+1/2
Hopeless Comet: F, F, UF+1 (???)

TRANSITION MOVES
Trailblazer Cross-up: jump, F, F+3, B+3

Launch with F, QCF+5...

Air Juggle: F, F+3 (can use after Fireflash)
Danger Moves: B, B, B+2 (melts opponent)

... then trailblaze them...

OPENERS	AUTOS	END SPECIAL
B, B+1 (1 hit)	3, 5	F, QCF+4 (4 hit, air)
chB, F+2 (2 hit)	1, 5	F, QCF+5 (4 hit, air)
chB, F+3 (1 hit)	3, 4	F, QCF+6 (4 hit, air)
F,F+2 (2 hit)	1, 5	F, F+2 (4 hit, air)
U, F, F+1/2 (1 hit)	2, 4	ULTIMATE:
U, F, F+3, B+3 (1h)	2, 4	HCB+5
LINKERS:		ULTRA:
chF, B+1 (2 hits)	2, 3, 4	F, F+3 or
F, F+1 (2 hits)	1, 2, 3, 5	chB, F+3
AUTODOUBLES: 2 hits (3, 4, 5, D+6), 3 hits (1, 2)		

Humiliation: B, B+6
Air Combo: F, B+P
Expert Killer: F, chF+2, 1, chB+1, 4, F+3, 4, F, QCF+5, juggle (17-19 hit)
Expert Ultra: F, chF+2, 1, chB+1, 4, F+3, 4, F, F+3, juggle (31-33 hit)
Because Cinder's alternative Ultra is chB, F+3 you must start the 31-hitter some time before your opponent's bar flashes red.
Triple Blaze: F, F+2, F, F+2, F, F+2, juggle
jump in, 5, F, QCF+5, juggle
jump in, 2, D+6, F, D, 5+DF, juggle
Slow Motion: chB+6, chF+2, 1, chB+1, h5, 2, F, QCF+r5, juggle
Awesome Turbo: (jump in) hd5, 3+F, D, DF+re5, juggle

And it's an unbreakable 3 hit triple combo. Scorchio!

SUPER PLAYER'S GUIDE

DOOM

PART TWO

Ocean (US/UK)

By Zy Nicholson

How to find a Plasma Rifle on EVERY level, and much, much more...

As with last month's guide, we're not going to reveal monster locations or tell you how best to use the various power-ups to your advantage. You bought the game, so you'll have to work out your own strategy for survival. Instead, we offer advice for experienced players trying to finish each level with straight 100% ratings.

DEIMOS ANOMALY

Checklist: 1 Plasma Rifle, 1 Shotgun, 1 Security Armour, 1 Combat Armour, 1 Computer Map

Ammo is tight to start, so scavenge from every corpse. When you find the blue key, sniper away from the left window to clear the area around where you're about to teleport. Note that monsters can use teleports too.

The first ooze pool you find has two stepping stones and a bridge.

Only the left-hand stone doesn't sink when you stand on it. Throw the switch on the other side and turn around to see a rising podium.

There are red buttons on either side of the podium. The near one visibly opens a small passage to your right, wherein you'll find the red key. The other activates a teleport at (1), where you found the blue key. This new teleport takes you to a poorly-lit secret room with the game's first Plasma Rifle. Of the two skull switches in the niche at (2), the one facing outward lowers the

REFINERY

Checklist: 1 Plasma Rifle, 1 Chain Gun, 1 Shotgun, 1 Security Armour, 1 Combat Armour, 2 Rad Suits, 1 Soul Sphere, 1 Berserk Pack, 2 Blur Artifacts, 1 Backpack

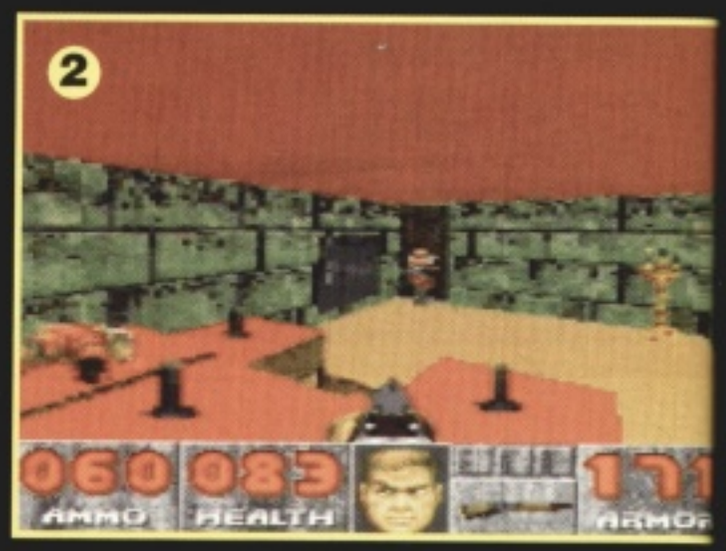
There are two exits from this level: the second leads to a secret stage, the Fortress of Mystery.

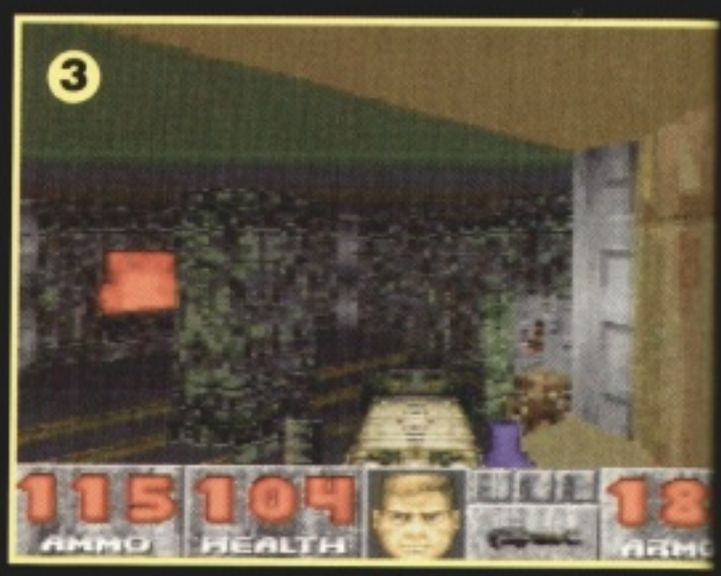
A secret door in the wall at (1) leads to a concealed backpack. You'll also see a switch inside: you won't be able to reach the second exit booth unless you press it.

The room at (2) has two (fairly obvious) concealed doors: each of these can be opened from one side only, but using them enables you to get a 100% rating without ever having to run through the slime corridor beside the evil oscillating candle chamber.

A Plasma Rifle sits on the staircase at the leftmost part of the map. Build up speed and jump from (3) to reach it without harm. From the top of the stairs, detonate the barrels and jump down to the room below to get the blue key.

To reach the secret level, you'll need to step into the slime pool beyond the blue door and grab the Rad Suit at (4). A narrow passage in the east leads to a Soul Sphere and the second exit booth.





CRAFTY TRICKS

- Many teleports are two-way affairs – you can repeatedly warp in, step forward, shoot, step back and warp out if the flak proves too heavy for a head-on confrontation.
- Both Shotgun and Chaingun have a fairly generous spread – making it possible to 'shoot around corners' – but you can effect maximum damage at any range by aiming directly at the dead-centre of the monster sprite. The latter weapon is excellent at close range if cornered by Cacodaemons or Imps, as their rate of fire is reduced or even halted as they dance like puppets. Heh, heh.
- Although the Plasma Rifle and Rocket Launcher have computer guidance to steer the projectile towards the enemy nearest your line of sight, the same damage rule applies. Take a bead and save a rocket.
- Your map can show more detail than you can see, especially in dark mazes. If you hear the whine of triggered doors, spin 360° and check it for changes or broken lines.
- Can't find a Light Amplification Visor for those dark monster-infested mazes? Try turning up the Brightness on your TV. Sounds too obvious, I know, but just you try it.

DE

Ocean (US/UK)
By Zy Nicholson

high platform to the right where the demons were gathering. Hitting the switch on the left will BRIEFLY reveal a teleport to some more bonuses – this entrance won't open a second time.

The red key opens the door you now see across a narrow slime trench. Inside is a Computer Map and Combat Armour.

Once through the teleport beyond the blue door, the red button at (3) raises steps to another button which uncovers a teleport in this room. Now simply step forward to lower the wall to the exit booth.

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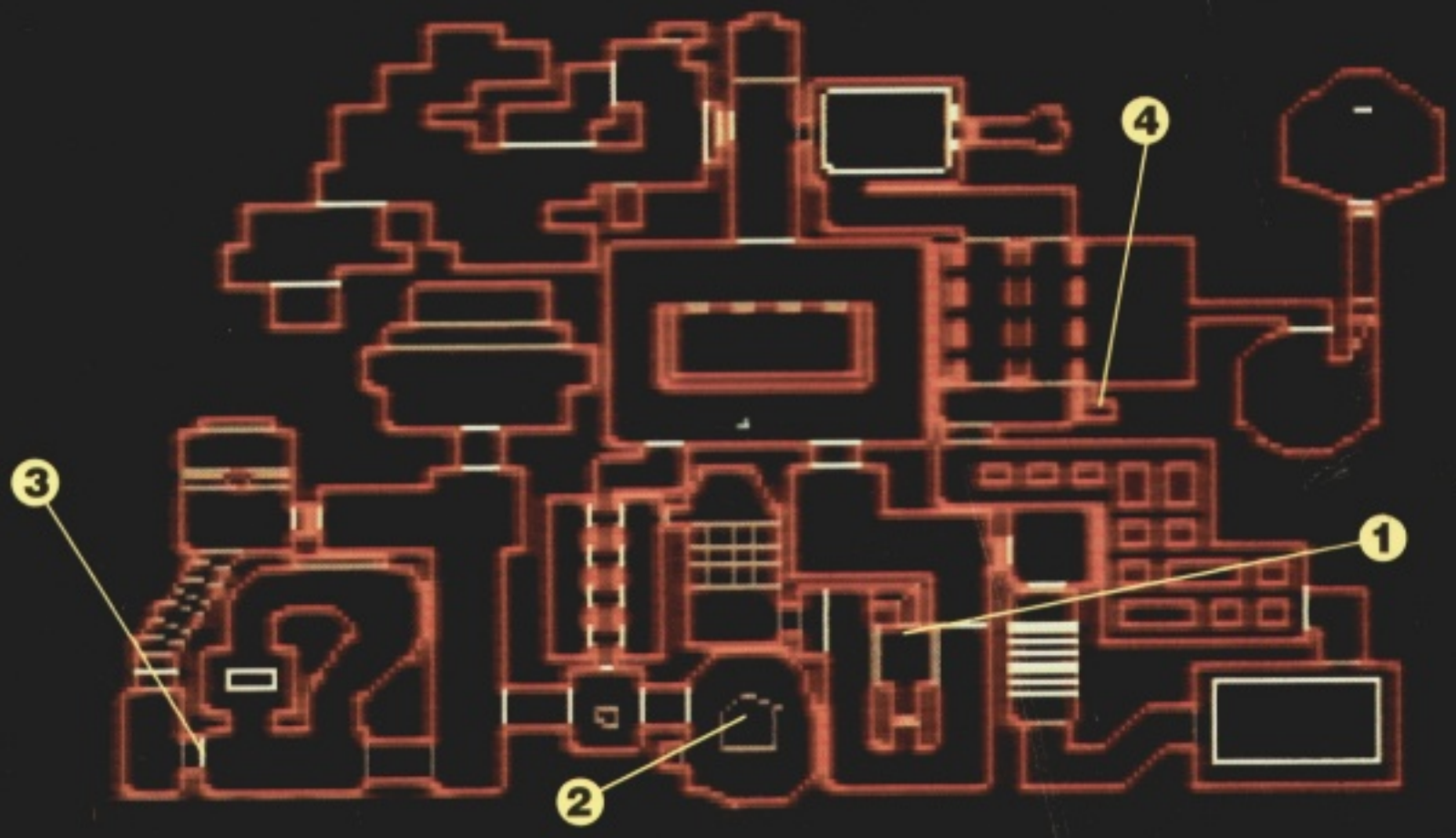


DEIMOS LAB

Checklist: 1 Plasma Rifle, 1 Chain Gun, 1 Shotgun, 1 Combat Armour, 2 Security Armour, 2 Rad Suits, 1 Soul Sphere, 1 Berserk Pack, 2 Blur Artifacts, 1 Backpack, 1 Computer Map

Before you teleport from the first room, check the wall to your right where it's illuminated by the strip lighting (1).

At the end of the long hall is a switch-operated elevator. On the level above is a cage of pillars containing a Computer Map and Security Armour. To lower the pillars you need to find a tripswitch in the far right corner: the best method I've found is to dash back and forth around the green pillar, on the line marked (2).

When you step on the tripswitch at (3) a low wall rises to block your escape (take it slowly enough and you may be able to ride the wall upwards for a better view). The switch to lower it is on the far side of the room. Luring monsters under the central crusher unit and then stepping under it briefly to start it running is, incidentally, one of *Doom*'s greatest pleasures. As you walk out of this room, search the recess ahead of you for an L-shaped room holding a Chain Gun & Blur Artifact (see map).

When you've made your way across the zig-zag path to the first Rad Suit, jump down to the right for a Berserk Pack before running on. A tripswitch in the slime moat at (4) opens the door to the Soul Sphere and another Rad Suit (5).

Grabbing the goodies behind the middle door of room (6) will release the monsters in the two adjacent chambers.

To get the Combat Armour you'll need to enter the small rightmost door and lean out across the slime to blast the barrels. Entering this area also opens the small leftmost door, and if you follow the corridor beyond it you'll see treasures awaiting you. However, make sure you dash in or you'll be crushed by the platform that apparently traps you in. A secret passageway exists to let you back out.

As you open the exit from this passageway, the last concealed door of this area is in the blood pool directly in front of you. But it must be opened from the other side, requiring a dash through the blood-red ooze in room (6) to the single rocket you can see.

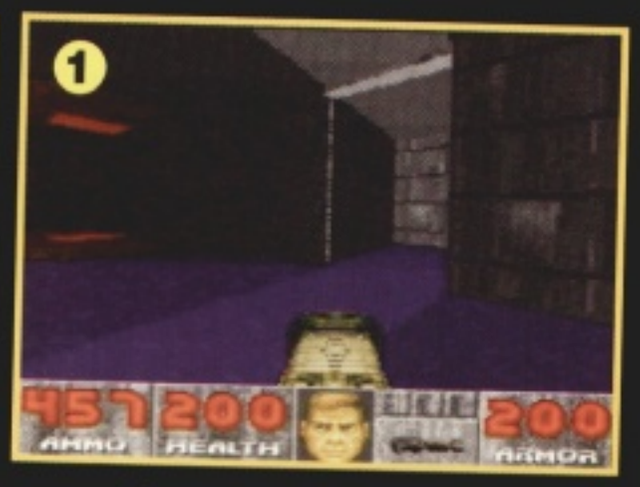
The vast circular structure on your map has two floors: your goal is to reach the top of the spiral staircase at its centre and step on the grey pedestal there, thus activating a teleport on the lower floor which warps you to the final room.

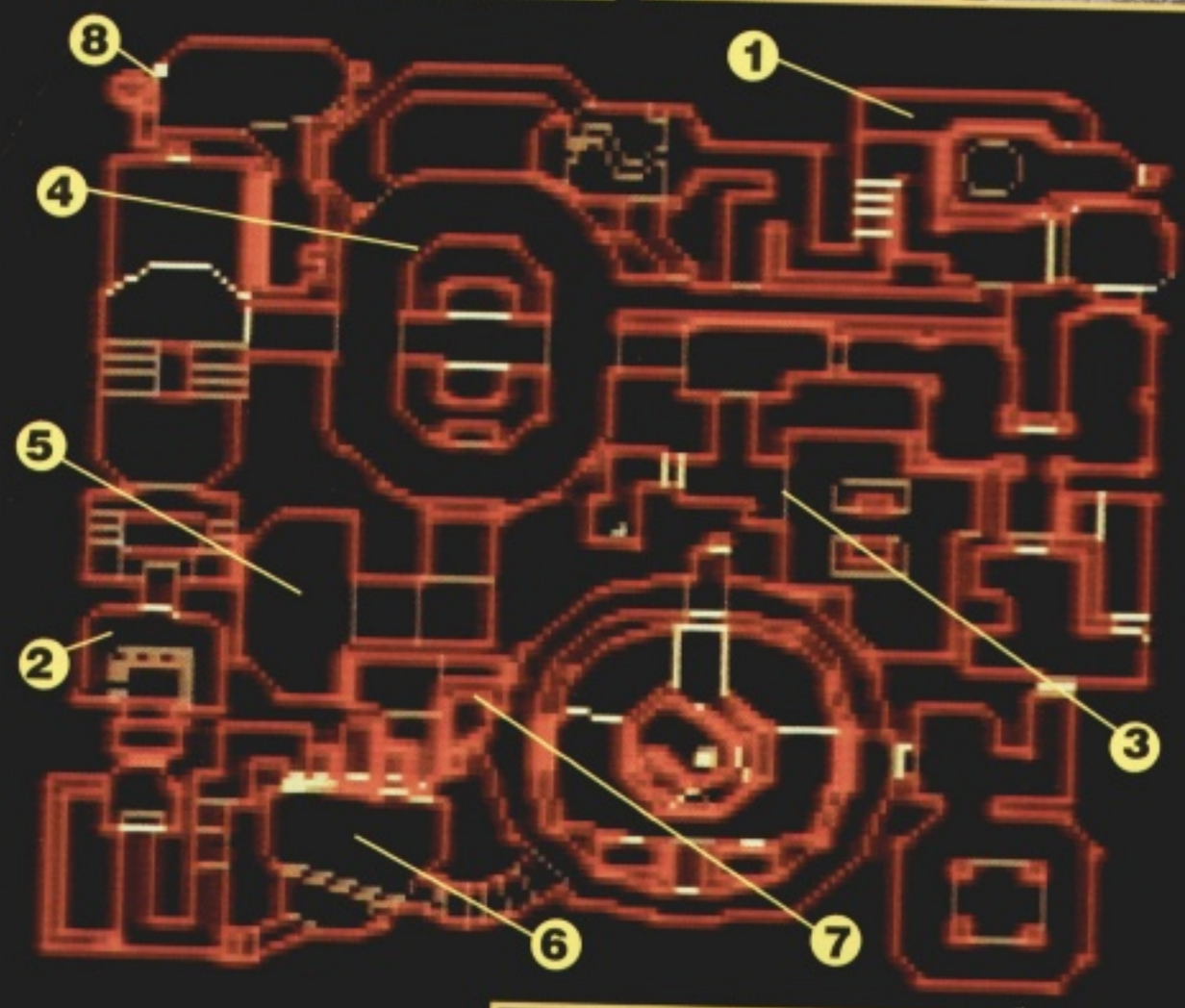
The yellow key lets you into the upper floor, and you have two choices – either drop straight down on the red elevator and fight your way up, using the switches to raise each level of the staircase; or fall down into the gap at (7) and check for a secret chamber.

This chamber contains a Plasma Rifle and a one-way teleport straight to the grey pedestal, so you'll have to fight your way down the staircase.

If you need to leave the lower floor of the circular structure at any time, the Imp chamber to the left of the elevator contains the switch to call it.

On to the final room.





There's a skull switch next to the teleport at (8) which raises the platform you need to reach the exit booth.

Once you've cleared a safe path to the actual exit switch, step back out of the booth and you'll see that a second platform has risen out of the ooze.

The Soul Sphere is now yours for the taking.

HALLS OF THE DAMNED

Checklist: 1 Rocket Launcher, 1 Plasma Rifle, 1 Chain Gun, 1 Chainsaw, 1 Shotgun, 1 Combat Armour, 2 Security Armours, 2 Soul Spheres, 1 Berserk Pack, 3 Blur Artifacts, 1 Backpack, 3 LA Visors, 1 Computer Map

To leave this level you'll need all three skull keys, although you don't have to enter every room. Once you've thrown the skull switch behind the Cacodaemon, head out across the slime channels, press the red button and grab the Berserk Pack to trip open the slime tunnel at (1). The lever at the end opens the main part of the map.

A tripswitch at (2) will release a clutch of demons from the two concealed chambers nearby. If you throw the switch in the next corridor before attempting to retrieve the the blue key, however, you can open the doors from a safe distance and shoot the demons through the narrow window.

The chamber opposite the blue key has a secret wall that slides to reveal the Chainsaw.

A tripswitch beyond the door at (3) activates a crushing ceiling block that will kill you outright if you don't run under it.

However, another tripswitch just beyond it opens a secret chamber of Imps directly in front of you. Clear the room and press the green button within the Imp's chamber to re-open the door. Getting out is no easier: the doorway suffers from an acute case of Sticky Wall Syndrome, so don't try to run through unless you're sure of being lined up exactly. If you don't make it first time, you're dead.

Throw the switch beyond the yellow door at (4) and the floor will drop away from under your feet. The only way out of here is through a secret passage in the far wall, where you'll find the Computer Map. Don't worry about the red floor – that's not toxic ooze, it's carpet.

The walls of this level are packed with monster chambers that you'll open behind you by crossing a tripswitch. The yellow key at (5) is surrounded on both sides by trips that will open three diagonal tunnels of Lost Souls outside this room, plus a demon chamber back in the main brightly-lit corridor near the exit doors. You'll trigger another chamber on this corridor by entering either of the doors by switch (6).

TOWER OF BABEL

Checklist: 1 Rocket Launcher, 1 Combat Armour, 2 Soul Spheres

Throw all four switches on the central pillar. Walk to the top of each set of steps in turn, but no further than that, blasting the Lost Souls revealed when the panel at the top slides open. The exit you choose is up to you, but once you step into an adjacent room the panel will close behind you.

Sadly, the most effective way to beat the Cyberdemon is to blast away with rockets and plasma bolts from a distance of several miles. We recommend rushing him and dying a few times so that you can at least get a look at his ugly face before vaporising it.

SNES TECH & GAMING ANSWERS

GAMEFREAK

Good morning/afternoon/evening and welcome to Gamefreak, the column which you love/loathe/are largely indifferent about. Your ever-welcoming host is firmly installed in his chair, and is waiting with knitted brow and brain in overdrive for your questions. Play on...

From Tekin Suleyman, Forest Hill, London:
Q If I bought an American Ultra 64 what would I have to do in order to use it in the UK? Could I use a UK transformer (from a UK SNES or NU64) to supply the machine with a power source?
A My bet is that you'll need either a step-down transformer, the like of which you can get hold of from any good electrical retailer, or a specific power supply along the lines of those manufactured by Datel for the Saturn and PlayStation (which are, in effect, step-down transformers in themselves).
Q I realise that I will also have to use it on a SCART TV. Are there any changes or modifications that I'd have to maketo use the US machine with a UK TV?
A Not as long as you have a newish set with plenty of signal-in configurations, no.

From Tony Lai, Summerston, Glasgow:
Q I own a Super Famicom which recently stopped displaying a picture. I looked inside the cartridge slot and discovered that one of the small gold bits of metal had been pushed down and it had snapped. How much would it cost to get it fixed?
A Ooh... [pulls on blue greasy overalls and rubs hand on chin], reckon you might be looking at a new machine 'ere, mate.

From Matthew Rampton, Warash, Southampton:
Last year I purchased a PAL booster which has L and R stereo outputs. I believe I bought it from a company called Tokyo Town. Their telephone number is 01489 578108. I hope this information is helpful.
A-ha, the old stereo PAL booster saga comes to a satisfactory close. Thanks, Matthew.

From Adam J Kohl, Dunstable, Bedfordshire:
Q I recently played *Premier Manager* on my friend's Amiga and absolutely loved it. Is it out on the SNES? If not, why not?
A Console footy management games just don't happen, generally speaking. There's no market demand, see – SNES owners want beautiful animation and convoluted soundtracks rather than a load of tactics, text and trivia. Or so they say. To be honest, though, I probably get more letters asking when there's going to be a decent footy manny game on the SNES, which kind of puts paid to that theory. Domark have just released *Premier Manager* on the Mega Drive through Sega, and when I phoned them about a possible SNES version they said that they were "having a planning meeting about it". We'll have more news as and when it appears, so watch this space...

IAN THE CHEF
FULHAM
SAT 2
PS PLAYER NAME NN IK PS SK FI F
1 Stannard 57 22 23 20 90 L
2 Morgan 6 58 18 21 85 R
3 Moore 13 72 22 19 82 R
4 Marshall 20 61 21 20 88 R
5 Adams 5 56 22 19 79 R
6 Thomas 12 17 61 19 86 R
7 Haworth 22 20 66 19 85 R
8 Hails 5 23 49 20 79 L
9 Ormondroyd
10 Brazil 17 21 23 58 85 R
11 Mogan 13 17 20 68 86 R
FORMATION 4-3-3
STYLE Long Ball
TACKLING Soft
PASSING Low
MARKING Man 2 Man
SHOOTING Short Range
EXIT
LEFT
RIGHT
Premier Manager in its Mega Drive incarnation: stats-heavy.

Axelay: still one of the best shooters money can buy.

From Ronnie Vowles, Sunderland:
Q I've just bought a second-hand SNES with Super Mario World, *Super Mario All-Stars* and *Super Mario Kart*. I like platform games and shoot-'em-ups and want to know which ones to get next. (I haven't got loads of money, so I'm looking for cheaper ones.)
Q What is an anime question? Is it what I just asked?
A Er... no, it isn't. Anime questions are... questions concerning a Japanese animation topic. How long have you been reading *Super Play*, exactly?

DAYDREAMING

Once more a collection of readers peel back the tops of their heads and beckon us forth to examine the fantasy game scenarios that lie therein. James Draper of Adlington, Lancashire is first off the starting blocks this month:

"The other day, when playing *SSFII* I thought, wouldn't it be good if you could walk off the screen and run about *(What... like a scrolling beat-'em-up, you mean? – GF)*. Then my idea developed and I ended up with a whole new game – Street Fighter III. You'd play a completely new character will all-new special moves, and run about through 16 enormous platform levels full of enemies and puzzles, and on each level there'd be a new move to pick up from defeated enemies.

"At the end of each level you'd face one of the old characters (Ryu, Cammy, etc) and fight in traditional *Street Fighter II* style, in a fixed space. The levels would be extended versions of the original's, so Ryu's would be a traditional Japanese town, full of ninjas and warriors, leading up to the rooftops to battle the man himself."

A Right. Platformers to look out for: *Buster Busts Loose*, *Plok!* and *Pugsley's Scavenger Hunt*. Shooters: *UN Squadron*, *Axelay*, *R-Type III* and *Super Aleste*.

Finally, try *Super Turrican*, *Alien 3* and *Contra Spirits*, which sort of blend the two styles. All of these are getting on a bit and should be kicking around at pretty cheap prices by now.

Q Is there any way I can program SNES games myself?

A There are ways, but they're far, far from practical. It's best to get hold of a second-hand Amiga or PC if you're trying to get into games programming from home.

From Stephen Moss, Noaddressonpostcardsville:

Q I have *Lemmings 2* and would like to know if the sequel *All New World Of Lemmings* will be coming out on the Super NES.

A No. Sony Psygnosis, who handled *2*, have forsaken the SNES in favour of the PlayStation and PC, the cads.

From God (Let's see a miracle, then – GF), Hexham, Northumberland:

Q I want *Final Fantasy* for my SNES, but it's only available in America. Which adaptor will work with it without cocking up the save system?

A You need the kind of adaptor which turns your machine into an American model, ideally. No, if you're really serious about playing it, you can get a cheap 50-60Hz conversion done by the folks at Role Call, who've recently started offering the service.

The conversion will invalidate your machine's warranty (if indeed it's still valid), the work won't come with a guarantee, and you'll have to do a *lot* of 50Hz to 60Hz switching throughout the game if you want to play it properly, but if you really can't put your mind to getting a US machine, it's a solution. Phone the 'zine's editor, Rachel Ryan, on 01925 490910 for details.

Q How does Wil do it? Draw manga, that is. I want to know because all my pictures come out not like manga at all?

A It's his special diet, consisting of Sour Cream & Onion Pringles, Jolly Ranchers and McVities Hob Nobs. Plus the fact that I give him all his 'ideas', of course.

Q Why can't games companies make decent games instead of film tie-ins and blatant copies of decent games? Which fartknocker buys them anyway?

A The fartknockers who don't read *Super Play* buy them. Consider this: there are about two million SNESes in use in the UK, and yet only around 100,000 Nintendo mags sell every month. Games like *Rise Of The Robots* sell because so many people either can't be arsed to look for buying guidance or are just plain gone in the head.

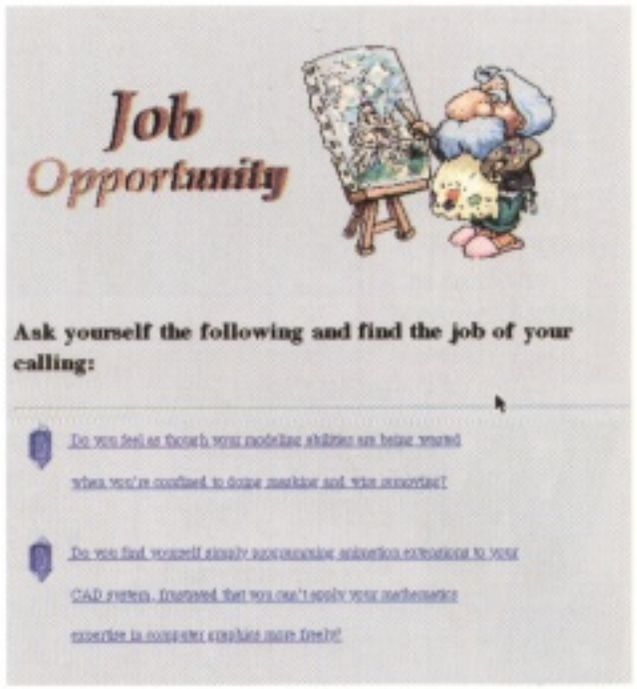
From MC Uzi *(Blimey... – GF)*, Wolverhampton, W. Mids:

Q What happened to *Realm*, which you previewed back in issue 31? It was supposed to be out in June.

A As far as I know Titus no longer have a proper PR office in the UK – their French office now handles UK releases. They seem to be concentrating on *Prehistorik Man* at the moment, leaving games like *Realm*, *Oscar* and *Whizz* to slip back and back, perhaps never to see the light of day here at all. I've played an early version of the *Turrican*-esque *Realm* and it's not bad, so it'd be a shame if it never comes out.

Q And what happened to Gremlin's *Top Gear 3000*?

'MC Uzi' wants to know what happened to *Realm*.



Are you ready for a job in Japan? Well, *are* you?

A Like so many UK publishers, Gremlin have moved firmly over to the PC and PlayStation. *TG 3000* was absent from their stand at the recent European Computer Trade Show (ECTS), and unless another publisher decides to grab it from them for release, it's destined to end up in the Nintendo Home for Dead-Before-They-Had-a-Chance-to-Live Games.

Q I've visited Square's web site which you mentioned in issue 35 and saw their adverts for new staff. Do you know if they would actually accept English applicants?

A I guess if you can prove you can produce graphics/code/design on a par with their own efforts, they'll accept anyone. What a place to work, though, eh?

ANY QUESTIONS?

Then send them to the original Gamefreak. He serves the ale of enlightenment from here:

Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

I like the sound of this. But, as ex-Speccy and C64 owners may remember, it's exactly the sort of thing Melbourne House did when they updated their massive '80s hit, *Way Of The Exploding Fist*, with *Fist II*, and the result wasn't a patch on the original.

Christopher Caudery from Aylesbury over in Buckinghamshire has a liking for those robots in disguise, apparently:

"How about a *Virtua Fighter/Tekken*-style beat-'em-up featuring those shape-changing robots The Transformers. No-one would complain about blocky polygons 'cos these robots *are* blocky. The main features would be that the characters can transform into planes, cars, dinosaurs, weapons, tanks or animals depending on which character you use. The fighting area would be quite big, so car forms could have games of chicken and planes can take to the air for dogfights. There'd also be power-ups such as extra weapons and energon cubes littering the battle ring. Stage-specific battle hazards could come in the form of floor parts that raise or rotate. Cracks could appear when an opponent is slammed to the floor to weaken it into a dangerous hole, or flames could shoot out of craters in the ground."

Interestingly, Sega's new coin-op, *Virtual On*, uses the concept of being able to move more freely around a 3D battlefield, and it looks stonky. Yep, reckon it's the way. 3D beat-'em-ups may go... Finally, SNES-related Good Things are on their way to Ken Murdock of Co. Antrim, Northern Ireland for his chucklesome Mystic Megular vision of what lies ahead:

"I have seen the future: 'THE NINTENDO IMPORT CLUB – Yes, just £20 a year entitles you to have any import title converted for your PAL SNES,' the leaflet proclaims, 'You can now play classics like *Final Fantasy III*, *Chrono Trigger* and even the limited edition *Secret Of Mana 2* on your own machine without the annoying glitches from adaptors."

Aren't we Nintendo owners the most cynical gamers around? Maybe it has something to do with conditioning, I don't know.

Sega's latest beat-'em-up, *Virtua On*, uses ideas similar to those of Christopher Caudery.

MODE 7

By ZY NICHOLSON

CALLING ALL CHEATS, CRACKERS, AND GAME-FREAKS!

We asked, and you provided – this month's column of crafty cart conning has a KI special, courtesy of YOU great folk (cheesy smile). Keep it up! Send your prized game hacks to Mode 7, Super Play, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW. But the ados have gone quite far enough – so now, without further ado...

CASTLEVANIA-VAMPIRE'S KISS

(Konami)

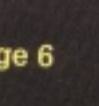
***SP35:* 80%**

● **Alternative routes**

Castlevania V is a traditional platformer in many respects, but it doesn't have a completely linear solution – a facet of its design that the Mottster described in his review as "a very groovy touch". We ask you to forgive his unfashionable vocabulary, and we explain some of those alternative routes by way of apology. Thanks once again to the hard work of Christopher Sargeant of Stevenage, who clearly has the patience of a man who buys full-price cartridges. *Super Play* goodies are on the way.

Nine windows full of inanimate objects. Bit like *Celebrity Squares*, eh? (Cheeky grin).

KEY TO THE KISS

 = A
= P
= H
= F

Stage 1: START

Stage 2: APA, AAP, FPP

Stage 3: PFF, AAF, FPP

Stage 4: PAP, AFH, AFA | HFH, FPA, FHH | AAA, FPP, AHH

Stage 5: PPP, PAH, FHH | PHF, FPA, PHH | AHA, AFA, HHF

Stage 6: AFA, PAA, HFH | APF, PAP, HFH | PAA, PFP, APF

Stage 7: HAP, FFH, APF | AFF, PFF, FPF | PPP, AFH, FFA

DON'T ASK ALLAN

INVALUABLE MONTHLY GAMING ADVICE

Welcome to the Not Danny Wallace column. A place where, in a chaotic abyss of inappropriate appellations, I will happily answer almost any gaming question you care to place before me. Just as long as it's addressed to somebody else entirely, that is.

Dear Zy

'm sure you've completed *Metal Marines* so perhaps you'd give some tips to help me beat the last five maps. Can you to print screenshots, because I have a bet with a friend.
Ian Caldecott, Worcs.

Zy says:

Cash and energy are your biggest restrictions – build generators at the start of the game. Your next priority is to protect an area with AA missiles and upgrade them. Back them up with radars and you'll reduce the enemy's attack effectiveness. With a sufficent number of twin AA batteries you can even destroy a Marine drop ship before it lands.

A prominent, forward-jutting piece of land is the best building spot. Cover all the available ground with AAs to prevent marines landing there, then seal it off from the rest of the island with a double barrier of gun turrets.

Sound out the enemy base with your missiles. To take out enemy AAs, drop your missiles on the square just in front of them (even if

We hereby absolve you of all shame you might be feeling after using our passwords. *CV:VK* can be a right git.

To take route 1, you should bypass the end boss of stage 3 by falling from one of the white pillars. This lets you drop to stage 4. To take route 2, cross the white pillars and defeat the stage 3 boss but do not pick up the key.

To take route 3, pick up the key and defeat the stage 3 boss with the whip. On stage 4, use the key to open the first door to find Maria. Use the key on the second door to bypass the stage boss and go to stage 5. Once there, go to the room left of the flooding room and use the whip on the left wall to remove the water from this screen. Go to the bottom left to find Annette. Christopher adds a little hint for stage 7. He advises the use of the crucifix to destroy Dracula and the floating knight.

Apparently the French call Automatix 'Idefix'. Multilingual cartridges, eh?

OBELIX

(Infogrames)

SP36: 60%

- **Passwords**
- **Level select**

Left: some Gauls. In a special order.

This is a tough and unforgiving little game, certainly as hard as the Gauls, so we've got help in the form of some passwords. We're not sure if this level select works with all versions of the game, but it's surely worth a try. At the Infogrames logo (an armadillo, I fancy) press left, R, right, L, X, A and access the options screen. If all has gone well there should be a level select where you can determine your starting point with the D-pad. If it hasn't gone well, then er, alea jacta est.

Right: some more Gauls. Disordered.

ADDAMS FAMILY VALUES

(Ocean)

SP31: 75%

- **Start with full energy**

Last month's Don't Ask Allan saw a few lost souls stuck on the game that we like to call "Addams Family Values". Alphanumerical alleviation is at hand, however, as our cheating codes will let you begin a new game with lots of items and bonuses that shouldn't rightly belong to the flabby-cheeked Fester so early on.

At the very least, they should help all those folks who don't know where to obtain a password.

Begin new game with full energy
: V Y : 3 9 8 R V : V 6 W V 6 V V 6 Q L R 3

Begin a new game with 3/4 full skull energy and all four weapons
: : Y : 2 9 8 D V : : 6 W : 6 V 7 F Q T 8 3

Begin a new game with full skull energy, all weapons, red potion & cookie, and most items
B T 2 B K 5 D X Z B T 7 Y V B Y V K V K : 1

Don't be confused when you try them out: like any regular passwords, they'll start you off in the swamps next to Cousin It. But the teleport isn't yet functional and no dungeons have been solved, so you'll have to find your own way back to the gardens (it is possible, and the gate is already open).

it's the sea) and use the blast radius to destroy them.

Keep all your marines armed with anti-suit weaponry. Then, before every attack, change their armaments to the necessary. Your goal should be to create upgraded marines, serving as both attack and defence units that last more than one battle.

Beyond that I have no better advice, as I've never beaten the final level. I did complete it, but that's because I CHEATED once after days of failure. I'm in full agreement with your friend, the odds are ludicrously stacked and it requires more of that elusive quality we call 'luck' than my parents were willing to pass on. [Pssst – that's what we call a 'cue', the idea being that it 'prompts' any reader who has 'beaten' the game outright to 'write in'].

Dear Danny,
Can you help my grandson with *Super Mario World*? He's very young and he's never got very far into it. Giving him a trick for more lives wouldn't be a sign of bad upbringing, would it?
Mrs H. Fewkes, Norwich
Zy says:
You can get plenty more lives and power-ups with the Start+Select trick. Go into any level with power-ups and 1-ups, collect them, then press both buttons simultaneously to leave. Repeat this as many times as you want. I recommend you replay Island 2, because it has a Yoshi.

Now, get a cape and go inside the Donut Ghost House. Dash right then left again, building up speed so you can fly up along the edge of the left-hand wall.

Land on the long wooden platform to the right, dash right and you'll be at the exit already, with four blocks containing ghostly 1-up mushrooms. In this way you'll also open up a Top Secret Area on the map, to the north of the Ghost House, which will serve all of your power-up needs for the next part of the game.

A better start in life I cannot think of, Mrs Fewkes.

The Donut Ghost House. Fly up here for a short cut and four more lives.

A new location, indiscreetly marked TOP SECRET AREA, will appear.

And this is it. Maybe we should reprint our complete *SMW* guides?

KILLER INSTINCT

(Nintendo/Rare)

SP36: 85%

- **Play as Eyedol**
- **Select the stage and music**
- **Change the game speed**
- **Random character select**
- **Easy breakers**
- **High score prompts**

A boss cheat, for a beat-'em-up? Why, how unusual.

These won't be a surprise to many of you: *Killer Instinct* follows all the rules of a commercial home conversion, and thus reproduces many of the arcade cheats you'll have seen already. Bob and Ed of Newton Stewart, Wigtonshire, were first on the case with this comprehensive data, although the latecomers will also be rewarded. We haven't completed our explorations of the 16-bit cartridge, however, and would thus appreciate your help. Any more cheats, expert tips, unusual glitches or unmissable combos should be sent to the Mode 7 address for dissemination and possible reward.

'BE' THE BOSS

Choose Cinder as your character. When the Fight On screen appears, hold right on the D-pad and press Qp, Qk, Fp, Mk, Mp, Fk. That's L, R, X, B, Y, A if you use the default configuration, or 1, 4, 3, 5, 2, 6 in the terminology of our player's guide. It might help to remember it as the three pairs of autodoubles as they're explained in the manual. You'll know if you've done it quickly enough, because Mister Testosterone will gargle "Eyedol!" before the screen fades. Both players can choose to be Eyedol in a versus match by using the same cheat.

It's possible to use more than one of these cheats in a match, of course.

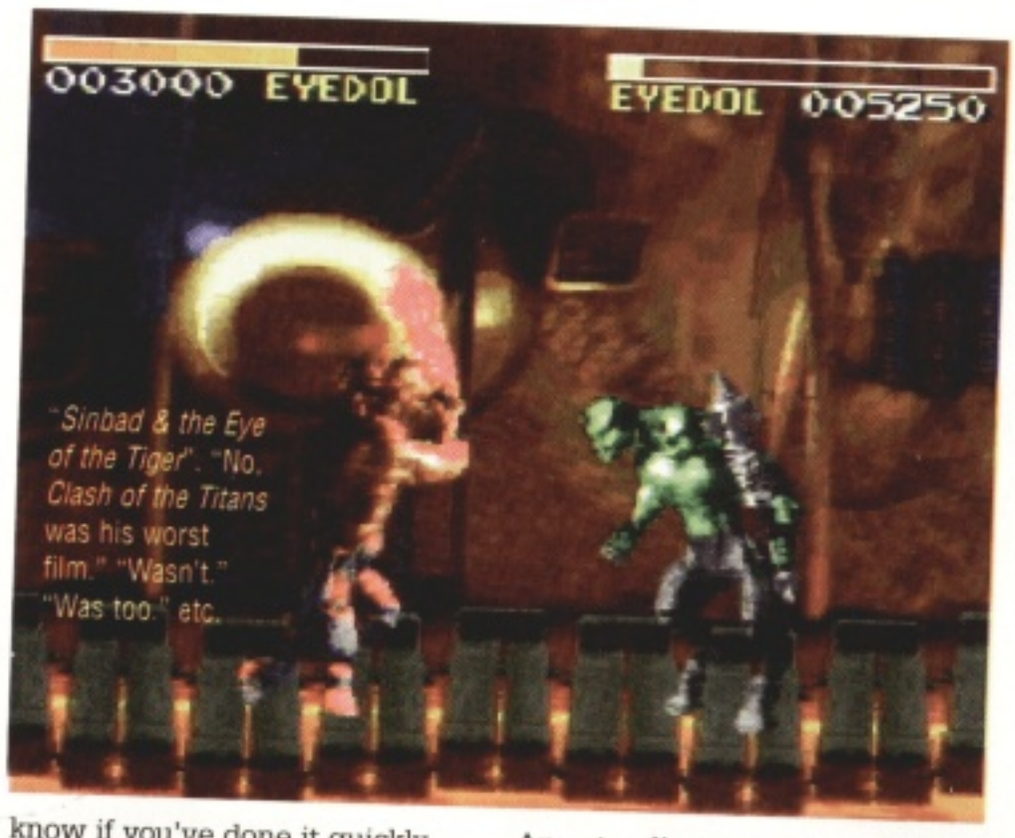
As a little incentive, we've revealed Eyedol's special moves and oddities. The notation is the same as that of our guide on pages 54 to 57.

SPECIAL MOVES

Fireball: QCF+P ('special' projectile – defeats normal invulnerabilty moves)
Gore Charge: B, F+1
Forward Leap: UF or B, F+4
Vertical Leap: U or B, F+5
Back Leap: UB or B, F+6
Club: B, F+3 (reflects projectiles)

TRANSITION MOVES

Gore Fake: B, F+1, F, B+1
Club Charge: B, F+1, F, B+3
Eyedol also has a Hoof stomp (B+2) which can improve his special moves:
Stomp Fake: B+2, 2
Triple Fireball: B+2, QCF+3
Charging Bull: B+2, B, F+1



Any standing punch or kick can be followed by its jump-in autodouble. Eyedol doesn't have jump-ins or cross-ups, but his Leaps can be used to foil projectile attacks.

SPEED CHEATS

None of these speed changes are particularly impressive, to be honest – nothing like 10-star *SF2 Turbo*, that's for sure – but see what you think. All of them use combinations of holding left or right and pressing all three kicks or punches. Again, you'll need to execute the cheat on the Fight On! versus screen.

Speed 1 – Slower – Hold left, press Qk+Mk+Fk
Speed 2 – Normal – Start game as usual
Speed 3 – A bit faster – Hold right, press Qp+Mp+Fp
Speed 4– Jaunty – Hold right, press Qk+Mk+Fk
Speed 5 – Almost fast – Hold left, press Qp+Mp+Fp

STAGE/MUSIC SELECT

Use the following button presses to choose your character and you'll also determine the stage and music in the two-player or practice mode. It doesn't matter which pad is used for which, but the first character selection made will decide the stage and the second selection will determine the music. Note that you can't choose Jago's shrine, Combo's gym or Eyedol's alternative lair.

Press:	Stage (Music)
D+Qp	Canyon Bridge (Thunder)
D+Mp	Gladiatorial Arena (Riptor)
D+Fp	Lava Pit (Eyedol)
D+Qk	Downtown Alley (Combo)
D+Mk	Mansion Study (Sabrewulf)
D+Fk	Ultratech Facility (Fulgore)
U+Qp	Temple of Ice (Glacius)
U+Mp	Catacombs (Spinal)
U+Fp	Frozen Altar (Glacius)
U+Qk	Mansion Rooftop (Spinal)
U+Mk	City Rooftop (Orchid)
U+Fk	Factory Rooftop (Cinder)

Killer Instinct has two secret stages: the Catacomb is similar to the infinitely-scrolling dungeon of the coin-op, except – for no obvious reason – it doesn't scroll infinitely. Shame.

The sky stage tempts you to adopt a different strategy. If both players press D+Mk then the combat will take place on a square arena magically suspended in the clouds. You can win the match at any time simply by knocking your opponent off the edge with any move or special that propels them backwards.

RANDOM CHARACTER SELECT

Short and simple, this one. Just hold up and press Start on the character select screen and watch those portraits spin like a slot machine. Wherever it stops, that's who you play.

EASY COMBO BREAKERS

Selectable it may be within the options menu, but a pad cheat allows you to switch on the Easy Breakers mode before any match.

At the 'Fight On' screen, simply hold down on the D-pad and press Start to hear the heavy-plummed commentator announce "C-C-C-Combo Breaker!", your signal that easy breakers are now possible.

Enter the 'Fight On!' codes when you see this screen. Er, or one like it.

See the central screen shots for the consequence of this plasmaslice.

EYEDOL'S COMBOS

OPENERS	AUTOS	END SPECIALS
B, F+4 (1 hit)	1, 6	chB, F+3 (4 hit, air)
B, F+1 (1 hit)	3, 5	AIR JUGGLE:
D+1/4 (1 hit)	3, 6	B, F+1 (1 hit)
D+2/5 (1 hit)	1, 4	COMBO BREAKER:
D+3/6 (1 hit	2, 5	B, F+P
LINKER:		
B, F+1 (1 hit)	3, 5	
AUTODOUBLES:	2 hits (1, 4), 3 hits (3, 4, 5, 6)	

HIGH SCORE CHECK
A bit sad, this final one, but if you're desperate to compare your position on the numerous score and ratings tables, return to the title screen, hold left on the D-pad and press Select to call up the first page. Pressing left plus an attack button will let you skim through the pages, whilst left plus Select will zip you back to the first page. Don't use Reset to get to the title screen, though – quite criminally, it wipes all of your combo counts, your option settings AND your pad configurations. What's wrong with these coders, don't they play games at home?

COMPTON'S MOST WANTED

Pleasantly afternoon. If you've heard of me, you'll know why I'm here: for I am Mr Compton, and I demand your finest cheatery.

(1) Doom. There must be health and computer map cheats, á la Wolfenstein 3D, or I'm as confused as the cup of Lapsang Souchong to which – ho ho, yes! – my oaf of a housekeeper added MILK! Smfrff. Heh heh. Oh dear me.
(2) Weaponlord. Now this is odd – during a recent battle of Korr vs Zorn I definitely broke the tip of my mighty blade. How did this happen? Does anybody know how to recreate the effect?
(3) Super Bomberman 3. Surely, surely, there must be cheat passwords like the ones we printed for SB2? Perhaps some hidden battle screens as well? If you don't tell me directly I will be forced to SCAN YOUR BRAIN.

Your assistance in these matters will not go unrewarded, remember. So if you want to impress the world with your underhand ways, or even if you need help on a game, write to us here at:
Mode 7
Super Play
Future Publishing
30 Monmouth Street
Bath Avon BA1 2BW

TRUE LIES

(Acclaim)
***SP32:* 70%**

- **Infinite lives**
- **Politicaly dubious passwords**

There are times in life when taking on the role of a musclebound gun-toting Arnie isn't as easy as his acting talent suggests (except when he's messing around with Branagh's ex, pretending that a pillow up his cardie is amusing – no game license then, eh?). So help yourself to these.
Big Weapons: BGWPNS
Infinite lives: BGLVS
invincibility: BGGRLY
Have you noticed a trend here? Like last month's *PacMan* codes, the first two passwords are clearly memorable abbreviations of their effects. So we can only assume that the third one stands for Big Girly, which you clearly must be if you need an invulnerability cheat to finish the game. Ho ho ho, it's as if Ade never left.

I think the ammo counters speak for themselves. This password will help.

Those guards in blue suits – how do they KNOW Arnie's in the kitchen?

From prehistory to Selwyn Froggit...

PREHISTORIK MAN

(Titus)
***SP35:* 76%**

- **Level select**

Call up the option screen and highlight EXIT. Holding L, press Start to quit the menu. Now move the cursor to Game Start, hold R and press Start.

If all has gone according to plan, you will now be able to skip to the end of the level at any time during play simply by pressing Select.

Be warned, if you do it at a point where the P-man's little thumbs-up animation is inappropriate (whilst riding an elevator, for instance) you may crash the game.

... the thumbs-up gesture has never, ever, looked remotely cool or trendy.

CHEAT CODES

Anonymous Spanish Codehead Saves Day

It seems Bayard Randel Syndrome has struck again. The following codes were sent in by a Spanish reader who, regrettably, failed to place his name and address on the cheat sheets he so lovingly compiled and sent to us. Still, be a shame to waste them...

Breath Of Fire
7E51 40xx first item on list

BoF's items work in a different way. The code you enter as xx changes the item already there to a different type of the same category, those categories being Armour, Weapons and General Items.

Some of these aren't in the game. For example, equip Ox with a Coach (General Item 30), make him the leader of your party and it will allow you to travel fast.

To travel even faster, try the Dragon Warp (item 36). It allows you to go to every location in the game by entering numbers. You can even teleport to the "sequences", according to our Spanish correspondent.

Final Fantasy II
7E14 40xx first item on list
7E14 41xx quantity of first item
7E14 42xx second item on list
7E14 43xx quantity of second item, etc.

All of the items in the game can be obtained, as well as few odd ones that aren't. Try equipping your party members with a trash can (item FF) for maximum defence, for example. Always wanted that Adamant armour, but can't find any Pink Puffs? Then code 9A will see you right.

So if you're reading this and these codes were sent by you, please write again with your credentials. And talking of Spanish technical wizards – Aitor AB, where are you with that *FFIII* sound test code?

SUPER MARKET

If you're low on dosh and you want to boost your games collection (or even make some money) look no further...

MESSAGES AND EVENTS

● Super Play issues 1 to 21 for sale. Buyer must be near to Blackpool to collect. Tel: 01253 823086.

● I am looking for a pen pal aged 12 to 15 years from America or Japan. My interests include Manga and computers. Tel: 08381 8650.

● Super Famicom CD Magazine Volume 7 for sale, 172 pages, stiff cover, comes with 42-track CD. Sell for £19. Tel: 01234 841858.

● 15 year old Chinese girl looking for male penpals aged 15+. I like computer games, music and Manga vids. Write to: Mei Mei Lai, 6 Holes Lane, Knottingley, West Yorkshire.

● Super Play issues 1-26 including SP Gold, all good condition, £50. Please telephone Byron 01792 299580.

● Super Play mags 1-11, 13-17, 20, 21 and Gold. £30 the lot. Collect or pay post. Tel: 0161 652 7349.

● Complete Killer Instinct guide – moves, cheats and strategy. 8 pages for £1.50. £1 if you send SAE. Send to K Panton, 120 Nutley Lane, Reigate, Surrey, RH2 9EF.

● For sale: Crying Freeman 1 & 2 at £6 each. Judge £5.50. Also Marvel & DC comics – popular titles, excellent condition. Ask for Ahad on 0171 323 1090 between 7 and 10 pm any day. Buyer must collect.

● This is a message to Wil from Tony. Get over to that kitchen and make the bloody tea, you loafer. Ha ha, got you. That must be 5-2 to me.

FANZINES

● Brand new, up front fanzine called Ultra Games Station. Covers all Nintendo/Sony consoles. Features include reviews, tips, charts and cheats. First issue contains FFIII review and guide plus Doom unexclusive. Please send £1 and a SAE to: Ashford House, (U.G.S.), 102 Borstal Street, Borstal, Rochester, Kent, ME1 3SS.

● Journey's End, RPG Fanzine £1.50. Contact Ann on 0121 604 7524. 230 Thornbridge Avenue, Great Barr, Birmingham, B42 2AL. Issue 3 now out. Artists/writers wanted.

HARDWARE FOR SALE

● SNES with 19 games including DKC, Mana and Jedi and Super Game Boy with four games. All boxed and in excellent condition only £200 ono. Tel: 0121 682 4291

● Amiga 1200 with loads of games and software. The whole bundle, £300. 14" TV also for sale, £80 – call Toby on 01386 438798.

● Atari Jaguar, new, boxed with Cybermorph, Doom, Wolfenstein 3D and Tempest 2000. Will sell for £250. Buyer must collect or be near enough for me to deliver. Call Justin on 0181 866 2573.

● SNES Starwing pack & three joypads, £70; Superscope & six games £20; 16 quality games £15 each, all boxed with manuals, in perfect condition, will accept £300 for the lot. Tel: 0121 475 6095.

● SNES (UK) with seven games, Game Genie and two controllers. All in mint condition – £150 ono. Plus loads of magazines. Tel: 0191 2633581 – ask for Ian

● UK SNES, 24 games, two pads, converter, mags. All for £320. Games incl. Fever Pitch Soccer, ISS, DKC, Powerdrive, Chaos Engine, Stunt Race FX. Call 01383 620274.

● SNES with DKC, Super Mario World, Super Metroid, Tiny Toons, Super Probotector and two controllers. £150 ono. Buyer collects. Tel: 0151 625 6450.

● SNES, two joypads, eight top games including ISS, SOM, Super Metroid and Earthworm Jim. £200. Tel: Craig 01253 404659.

● UK SNES for sale, two controllers, eight games (Dragon, Sensi, Smash Tennis, Bomber Man and more) all games 90% and over, £200 ono. Tel: 01506 880923. All games boxed with instructions.

● Game Gear with adaptor and seven games for sale, incl. Micro Machines, Land Of Illusion and Sonic Chaos. Sell for £80. Tel: Mark 01483 766876.

● UK SNES for sale with two pads and nine games incl. MKII, DKC and Mario Kart. £220. Tel: 01379 854229.

● UK SNES with controllers and over 50 games including Street Racer, Mario Kart, all boxed with instructions, £350. Buyer must collect.

● UK SNES, 11 games including Micro Machines, Bomberman 2, Street Racer, Dragon, Kick Off 3, Fifa, Desert Fighter, multitap and four joypads. Worth over £450, will sell for £300 ono. Tel: 01302 844290.

● US SNES (SCART) with four joypads, multitap, converter and over 50 games, all in perfect condition – £249. Contact Anthony 0121 523 2781

● UK SNES in mint condition with four top titles: SFII, The Simpsons, Pinball Dreams and Super Punch Out – £100. Or this plus Super Scope and five games instead at £150. Tel: 01704 562306.

● £250 Bargain. SNES, two control pads, joystick, 12 games incl. Stunt Race FX, Secret Of Mana, Super Mario Kart, Street Racer, SFII, Zelda and Bomberman. Tel: 10514 740019.

● Super Play issues for sale. Issues 1-10 for £25 plus Superplay Gold free. Phone 0161 678 1090 – ask for David.

● UK SNES with ten games and two pads, £200 ono. Tel: 01772 772716.

● 3DO for sale – USA SCART version, full speed with transformer, leads, two pads, demos, and 18 games, all boxed. Only £450 or swap for PGDX4 or PlayStation with six games. Phone 01772 35896. Ask for Tony.

● Mega Drive with 32 brilliant games like Earthworm Jim. Also comes with two joypads. Mega Drive is convertible to play Jap and American games – only £200 ono. Call 0181 959 8216.

● UK SNES for sale with 13 top games, three pads, one joystick and Action Replay II. Will sell for £150. Tel: Mark 01522 865006.

● SNES with five pads, multitap, 10 top games and Action Replay 2 – all boxed in mint condition. Sell for £220. Tel: 01934 822850.

● Mega Drive with five games, two pads (one with auto-fire), all leads – all fully boxed with instructions, £50 ono. Tel: 01302 328669.

● SNES with ten games, three joypads, one joystick and Super Scope for £90 ono. Tel: 01865 62010.

● Amiga CD32 with SX1 pack and 22 games, two joypads, one joystick, one mouse mat and disk box. All boxed with instructions. £300, worth over £600. Telephone after 5pm and ask for Stuart on 01923 674456.

● BARGAIN! UK SNES with two pads, 14 great games (incl. SSFII and Secret of Mana), converter and mags. Buyer must collect. £200! Ask for Sam on 01732 851261.

● UK SNES with two joypads, converters, 15 games incl. Donkey Kong Country, Earthworm Jim, Super Metroid, Super Mario All Stars, Super Mario Kart, Super Mario World, Batman Returns, Striker, Star Fox, SFII, Bubsy and Pilot Wings. Bargain at £350.

● UK SNES with two controllers, Logic Steering Wheel, 13 games and Super Gameboy. All in excellent condition. Worth £950, sell for £350 ono. Ask for Russell on 01234 344717.

SWAPS

● Will swap 7th Saga or Prince of Persia (both US) for Zelda III (must be US) with box and instructions please. Tel: 01734 782 642 (Andrew) evenings. Reading area preferable.

● I will swap Bonkers or SOM (£30) for CHRONO TRIGGER (All US).
Tel: 0141 339 4007

● I've got the following to swap: SFII, MK, F-Zero and Jungle Book (All are boxed and UK). Send your list of UK games to: Gavin Long, 79 Riverside Court, Oxford, OX1 4NQ.

● See and play more games than ever by swapping games with me. No money involved. Lots of games available, so phone now – Chris 01341 281269.

● Will swap my Unirally, Shadowrun, Might and Magic, Pugsley's Scavenger Hunt, SFII for Super Punch Out!!, Batman and Robin, Illusion of Time or others. All must be boxed with instructions. Ring 01762 330881 between 4.30 and 10pm

● Swap boxed Mario All Stars with instruction book for WWF Raw. Tel: 01582 607431.

● Will swap my (UK) SNES for your (US) SNES, four games for your two games. Must have SSFII and anything else. Tel: 01704 562 306.

● Will swap my UK SNES with Bubsy, Sim City and Pilot Wings for your US SNES with leads for a PAL TV and adaptor. Tel: 01670 356314.

● Swap my Secret of Mana guide book for your US adaptor or sell for £10. Tel: Ben 0116 2707600.

● Hey, have you got Actraiser? Then I'll swap it for Stunt Race FX. Tel: 0161 223 8754.

● Swap Secret of Mana (US), Unirally (UK) and SFII Turbo (UK) for UN Squadron, Parodius and F-Zero (UK or US). Tel: 01261 812241. Ask for Gary. Will split.

● Issues 1-30 of Super Play £35 ono or will swap. Ring me and make me an offer. Ask for Seth on 01286 871515. Also Super Play Gold for sale. I will swap my DKC for Super Street Fighter II. Tel: 01474 560 118

GAMES FOR SALE

● SNES Games for sale: SSFII & DKC £30 each; Stunt Race FX & Turtles Tournament Fighters £25 each; Equinox, Flashback, Pop 'n' Twinbee & Cybernator £20 each; King Arthur's World £15; Jurassic Park £10. All games mint condition with box and instructions. Ask for Tom. Tel: 01392 881432.

● US games for sale: Ogre Battle £35, Earth Bound £40, Chrono Trigger £45. No offers. Ring 01363 773023 – ask for Simon. (Tuesday after 5 pm only.)

● NBA Jam TE (Jap), Undercover Cops (Jap), Megaman 7 (Jap), Return of Jedi (UK), C. Fodder (UK), ISS (UK), S. Metroid (UK), Unirally (UK) and Lost Vikings (US) for sale or swap – good condition. Tel: 0131 557 4499.

● SNES games, too many to list, hundreds of SWC titles at low prices, from classics to new releases, they're all here. Send SAE for details. Matt, 3 Honeysuckle Close Kempshott, Basingstoke, Hampshire, RG22 5RM.

● SNES games: Donkey Kong Country £30, Super Putty £5, Lost Vikings £15, Super Mario World £15. £65 for all of them. Tel: 0131 447 1589 and ask for Timmy.

● Chrono Trigger £40, Breath of Fire £25 (P&P inc.) Tel: 01379 740367.

● SNES games for sale: Pitfall II £20, Unirally £25, ISS (92%) £30 (might accept less) and Bomberman 2 (90%) £20. Ring Edd on 01428 713615. (Surrey area.)

● SNES games: UK Addams Family 2 £10; US SOM £20; Bomberman & multitap £25; Zelda £10. Offers accepted. May consider discount if buying two or more games. Games in good condition. Surrey area. Tel: Ben 0181 657 4366.

● Final Fantasy II £40, Final Fantasy III £40, Earthbound £30, Chrono Trigger £40. Phone Ray on 01904 796962.

● Vortex £10. Mega CD games from £5 including Tomcat Alley £10. Call 01277 215843 after 6.30pm.

● Jap and US games for sale £10 each, must live within one hour of London E9. Ask for Kevin on 0181 985 1452.

● Great games: FFII (US) £35, FFIII (US) £45, FF Mystic Quest (US) £15, Secret of Mana (UK) £20, Sim City, Utopia, Mario Is Missing, all UK, £10 each. Super Game Boy & 5 games £80. Tel: 01274 492854.

● Steal! Donkey Kong Country for the SNES (UK) – unopened, brand new and still with plastic cover for £35. Call Richard on 01932 846322.

● UK SNES games for sale: Zelda £15, Sim City £15, Street Racer £25, SFII (no box) £10, Smash TV £10. N. Wales area – you must collect. Tel: 01978 365439 after 4pm. Ask for Matt.

● SNES games for sale: Zelda III (UK) SFII Turbo (UK), Zelda with box and instructions, SFII no box, with instructions. Ring Tom on 01279 507815.

● SNES games cheap: Super SFII, MK2 and Earthworm Jim £30 each; Super Bomber man 2, NBA Live 95, Street Racer £25 each, mint condition. Tel: 01782 773326.

● SNES games: Secret Of Mana £10, ISS £20, Unirally £15, Mario All Stars £17 (all UK). Phone Mike on 0131 664 4021.

● SNES games for sale: Stunt Racer £25 (UK), Starwing £15 (UK), Parodius £15, Pilot Wings £15 and Bubsy (US) £15. Tel: Tim on 0181 390 3097.

● SNES games for sale: Zombies 2 for £20, Mario Paint (plus mouse) for £40, World League Basketball for £20. If interested call Chris on 0171 235 5312.

● SNES games for sale or swap (£15-£30 each), or will swap for any good RPG or shoot-'em-up. Split P&P costs. Phone 01259 216730 after 6pm.

● £15-20: MK, SFII, Jurassic Park, Super Swiv, Pop n' Twinbee 2, Equinox, Turtles In Time, Super Smash TV, R-Type III, Alien 3, Zelda III, Super Battletoads. Ask for John Paul on 0181 789 9189. Must live in or around London.

WANTED

● Real bad, Final Fantasy III. Will swap for SOM & cash or Bonkers & £8. Call Amer on 0141 339 4007.

● SNES Force issue 10 and 11. Will pay handsomely. Tel: Nick 01628 27731 evenings, 777470 daytime. *(Oh dear – Ed)*

● Wanted FF, FFII, FFIII, will pay £15 for FFI, £30 for FFII, FFIII. Also wanted: Ogre Battle, Gaia and Breath Of Fire. UK versions only. Tel: Simon 01252 510489.

● Wanted: Final Fantasy Legend I and III (GB), Dragon Warrior and Final Fantasy I (NES) and Lufia and Robotrek (SNES). Cash waiting! Tel: 0117 9591785.

● I would like an Atari Jaguar or Sega Saturn. Will pay good money. Tel: 01865 62010.

● Wanted: a cup of tea. Hurry up, Wil, you slacker. That's 6-2, I believe.

● Wanted, good UK RPGs – will swap for Secret Of Mana or Street Fighter II Turbo (no box). Tel: Ben 0116 2707 600.

BOOK YOUR FREE AD HERE!

Fill in this form (in capital letters, please, bearing in mind that we won't print your name or address – just your phone number, unless you write it in specifically), **stick it on the back of a postcard or envelope or it will go in the bin** (well, would you like to open 200+ envelopes?), and send it to **Supermarket, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.** If you're under 18, please ask your parent or guardian to sign the coupon. This service is only available to private advertisers.

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EXCITABLE VIEWPOINT PLAYBACK

If you're more insane than the OJ jury, more cross-questioned than the LAPD, or simply have something to say about the SNES world, drop us a line...

'BRING BACK THE BOSS'

I bought an American Super NES because I couldn't stand to wait six months to a year for the latest RPG to grace our shores. My point concerns Square Soft's estimated playing times. Look at the advertising jargon for *Chrono Trigger*. 70 hours plus of gameplay they quote in the advert. Is this if you play it four times in a row? It's the same with all the other RPGs, they tell you how long you'll take to finish the game but never deliver. It took me 36 hours to finish *Chrono Trigger*, with possibly the longest ending to boot. I could not find anything else to do in the game and was at a level where the end baddies had become a walkover. (Bring back the boss from *Final Fantasy II* – he was by no means easy.)

I'm not trying to show off here. I believe I have a valid point to make. Give us a game that really takes 70 hours plus to complete. This is basically directed at Square Soft as they are my most respected software producer. Please use the power of the Ultra 64 to give us more playing time. You don't have to use Silicon Graphics-rendered characters and scenes – we all love the *Final Fantasy* world as it looks already – just give us bigger games.

Andy Craddock, Farnborough, Kent

Of course, there's no way anyone can predict how long it's going to take to finish any given game, even its manufacturer, but that'll never stop them trying to and making a selling point out of a particularly optimistic claim, as was the case with *Chrono Trigger*. We certainly don't know where the 70 hours came from, having found 25 to be a more realistic playing time. But Square have been getting this kind of feedback from their fans in the States, and they won't be making such outlandish claims in the future.

You might be displeased to hear that we're stuck with full 3D graphics in the NU64 version of *Final Fantasy*.

It's the *future*, you see. Or so they say

'ULTRA PLAY SOUNDS GOOD'

I just want to say that Ultra Play sounds good. Although the SNES is far from dead, I think that a diversification of interests would be a wise move, and secure your current status as the best magazine on the market.

A. R., Winchester, Hants.

Ultra Play does sound good, but we're *Super Play* with added Ultra goodness (guaranteed fat free!) for the time being.

'ORIGINAL SPECTRUM CLASSICS'

Now that Rare Ltd is an official Nintendo licensee and partly owned by them, is it likely that they'll convert some of their classic games of the mid-'80s, like *Sabre Wulf*, *Lunar Jetman*, *Knight Lore*, *Cookie*, etc., for the Ultra 64 or even the SNES?

They could vastly enhance the sound and graphics and even produce some titles in a full 3D environment. These titles have oodles of playability, and I and about a zillion others would welcome them again for the '90s even if they were just a compilation of classics on the SNES of the original Spectrum classics. They would be ideal for the Super Nintendo's joypad, wouldn't you agree?

Firoz Raway, Coventry

PS Excuse the handwriting, I was bored at a carboot sale, and there's not much lead left in my pencil.

Well, *Super Play* has heard that the NU64 update of *Killer Instinct* will have a subheading which makes direct reference to an old Ultimate hit (possibly involving the word 'Lore'), with another old 8-bit game character set to join Sabre Wulf as a fighter, so Rare are certainly trying to hold on to their past, it seems.

We say yes to NU64 versions of *Knight Lore*, *Alien 8* and *Atic Atac*, but no to just about all the others. Wil has a soft spot for *Staff Of Karnath*, one of Ultimate's Commodore 64 titles, but we're talking here about a person who loves Toho's *Godzilla* games, so it's best not to pay too much attention.

What does everyone else think? What was it about Ultimate's 8-bit games that made them so great? Would you like to see any of them on the NU64? Or do you not give a toss? Items of value are awaiting noteworthy letters on the topic...

THE SUPER PLAY INTERESTING-O-METER

Revamping old games
RPGs on the Ultra 64
David Wicks' love life

HOT

NOT

Mortal Kombat 3
The delay of Theme Park
Tony's hairdo

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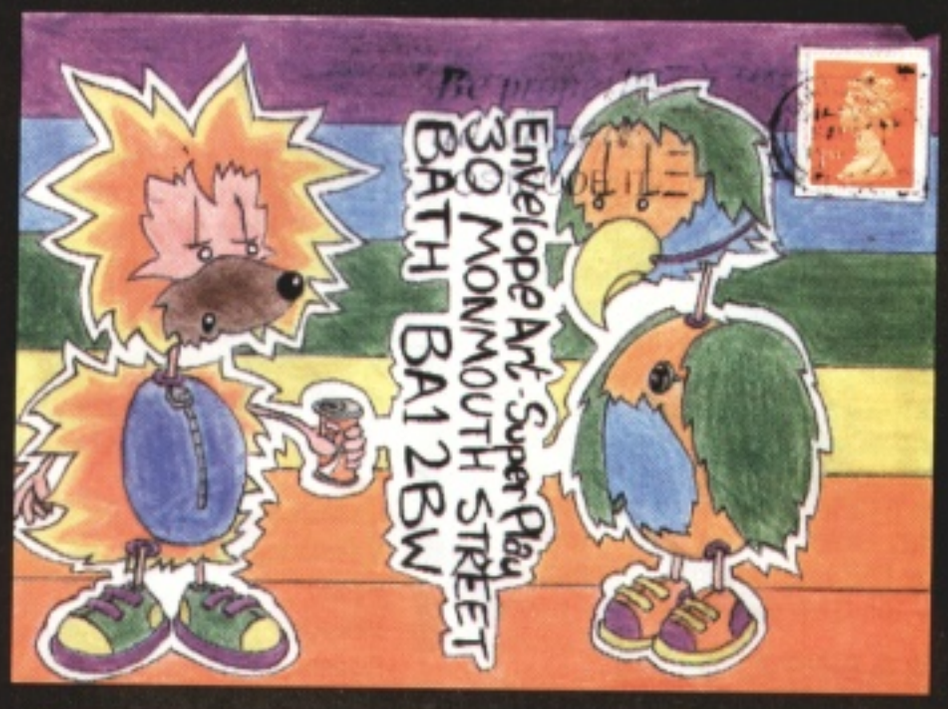

We don't know who sent us these colourful, er, creatures. We're sure you know who you are. The thing on the left demonstrates the dangers of overdosing on certain hot oat breakfast cereals.

KINDLY LEAVE THE STAGE

Q What do you get if you play a Country and Western record backwards?
A You get back the wife, the kids, the house, the car, the dog...
3/5

Q What's the quickest way to pull birds?
A Lassoo their legs as they take off.
Peter Brodie, Sydney, Australia
2/5

Q What do you call the last person on earth to play *Theme Park*?
A Dunno, but I bet they own a SNES!
Derrick Gill, Cheshire
1/5

Get 5/10 or above for your joke and you win yourself something spesh. Kindly Leave The Stage, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

'NO DISTRACTING HANDS'

Why is everyone putting the Virtual Boy in the waste bin before it's even on the market? People take it for granted that there is such a wonderful progression that now it's possible to play a game in virtual reality. They overlook it and put all the games down. It's the first real virtual headset where all you can see is the game (no distracting hands in front of the screen from your little brother). It's the first time this has been achieved properly, becoming, therefore, a brand-new medium, and no software companies have had time to play around and create top-notch games. I'm not completely pro-VB and I accept that it may turn out to be a waste of time, but I would say that we should wait a few months and see what emerges.
James Nicolson, Falmouth, Cornwall

Hey, we haven't put the Virtual Boy in the waste bin – ours is sitting right here on a pile of our competitors' magazines (they're ideal for raising dodgy table legs and as bedding for hamsters, too), although it doesn't get much use nowadays, if we're honest. We're still keeping an eye on the games coming up for the system, but, even when considering the stuff that's been in development for a while, there simply isn't a great deal of note on its way. Even Mario VB, which we were really looking forward to, is looking a bit pumpy. When something of a splendiferous nature comes along it might get a bit of coverage here, but we'd rather focus on the SNES and NU64.

It's not actually the first VR headset to hit the market, incidentally – there are numerous virtual reality PC units around which do the job (to varying degrees of effectiveness), albeit without Nintendo's patented 3D-ness.

'YOSHI IS ALSO IN MARIO'

This letter is regarding David Edwards' letter in issue 36, about the Super Quiz. I think it is disgraceful that David is complaining about the Super Quiz. You at *Super Play* provide a brilliant service

WINNER

We love this interpretation of the *Secret of Mana* characters. Especially the smily palm tree. Russ Brudenell from Stapleford, expect a T-shirt and very valuable, limited edition *Super Play* biro for your troubles. Keep an eye on your postbox!

This Appleseed art comes from the rather secretively named MBB, from Poole in Dorset. But you can't fool us, we know you copied it from Anime World in last month's issue of *Super Play*.

Pakker Ip from Cowley in Oxford sent us his view of the rather mischievous looking Ackman.

Bernadette Lumania from Harlesdon has obviously been flicking through her back issues. We remember this pic too...

to us, the public. The Super Quiz is hardly ever wrong and the questions are always in the magazine like in issues 10 and 24, and it is always well marked for us to find, like in issue 22.

Besides, if David Edwards is so smart he would know that Yoshi is also in *Mario and Yoshi* on the Game Boy.

Andrew Vickerman, Scarborough, North Yorkshire

Yes, very good.

'NINTENDO ARE SINISTER'

Nintendo are sinister. Everyone thought that Nintendo were in real trouble when nothing was heard of the Ultra 64 earlier this year. Were Nintendo really struggling to release the Ultra 64 and trying to cover it up in case their competitors heard, or were they trying to prevent people seeing the Ultra 64's capabilities, waiting until November to blow everyone away?

Anyway, if the Ultra 64 is going to have an add-on optical disc-drive, it really will slaughter Sony and Sega. Let's not expect the software to be any cheaper in the shops (witness Sony's PlayStation game prices), but the actual blank discs may be less expensive to produce games for. If this happens, it may encourage more third-party developers, and some more commercially risky titles (that means RPGs) may get a release over here. Just imagine, even if *Final Fantasy VII* doesn't get released over here, a sequel (*FF VIII*) could, if it utilised the optical disc format. The downside of optical discs is that you cannot put DSPs onto them, but the Ultra 64 is probably so powerful that it might not need them for another year. Of course, this is Nintendo, so perhaps they've already thought of a way...

Andrew Crane, Bournemouth, Dorset.

The so-called 'Bulky' drive is perhaps the most interesting aspect of the whole NU64 scenario. It immediately placates the hundreds of anti-silicon developers who've so far dismissed the NU64 as a viable development format to the point where, in 1996, we'll see a massive increase in the number of licensees for the system. The long-term effects of the device offer up a rather more concerning point, though – will Nintendo eventually phase out cartridge releases in order to cater for 'Bulky' drive owners?

Certainly, looking at systems which have used cartridges as their primary medium and offered larger scale formats at a later date, it's not a pretty sight. Consider the NES, which had a floppy disk drive peripheral released for it in Japan – it went down as one of Nintendo's biggest flops. The Mega CD's historical failure needs no explanation. And Atari are going to have a lot of hassle making the Jaguar CD add-on work out as planned. It's simple: as a manufacturer, when you start releasing software for your system which excludes a large proportion of your user base (those with just the standard set-up – most of 'em), things begin to get a bit sticky. Let's hope Nintendo pull some kind of special trick out of the hat, because they'll need to if both cart and disk games are going to sell alongside each other.

Don't be too pessimistic about seeing all the early NU64 Japanese releases officially released over here. Unlike the Super Famicom, which had tons of obscure Japanese games released right from the very start, NU64 software will be mainstream from the word go, and suited for universal release. Nintendo appear to be beginning to recognise Europe as a market with importance rivalling that of the States, and software release schedules should begin to reflect that.

'ANOTHER RPG APPEAL'

I was overjoyed to read in issue 36 that NOA are to be playing a more active part in the UK market. With a new *Final Fantasy* being released at the NU64's launch it now seems more possible that UK owners will see the game because, let's face it, there was no chance of it while Nintendo (*Mario*, Super FX and beat-'em-ups only, thanks) UK were still controlling the British side of things. I also live in hope that *FFIII* will be released over here and that *Secret Of Mana II* will get a quick release in conjunction with the (hopefully inevitable) US translation. Do you think another RPG appeal, this time to NOA, would help?

Alan McDonald, Cumbernauld, Scotland

Another RPG appeal's probably not going to help, frankly. Total Home Entertainment are currently streamlining the whole Nintendo UK situation and we're hoping that there'll soon be some big revelations on this front. Watch this space.

'BETTER THINGS'

I've just been flicking through some of my old issues of *Super Play*, and started wondering about all the people who used to work on the mag. What has happened to them all?

John James, Cirencester, Wiltshire.

Matt Bielby is now a leading babysitter in South Wales; Lisa Nicholls works as an usherette; James Leach is on good money as an off-shore barrier for BP; Jez Bridgeman is a very proficient plumber; and Debs Cook and Jonathan Davies have their own exclusive hair salon in Chelsea. We think.

WRITE NOW!

It's that bit of the mag again, where I try to find yet another different way of saying please write to us at this address...

PLAYBACK, SUPER PLAY, 30 MONMOUTH STREET, BATH BA1 2BW.

HIGHLIGHTS

'Happy third birthday, Super Play!'

Maruan Mahguib, Tunbridge Wells, Kent

What, no pressie?

'So, whose desk is actually the messiest – Wil's or Tony's?'

Dan Healy, Greater Manchester

It's currently nip and tuck, with Wil excelling at carpet covering and Tony in the obscuring of formica. The messy buggers.

'I've just seen the Street Fighter anime, and couldn't see the famed hidden character.'

Joanne Hooper, Swindon, Wiltshire

You weren't looking carefully enough. Try watching a bit closer as it comes up to the fight between Dhalsim and E. Honda...

'I keep having problems with my furnick helmet.'

Jerome Pietse, W. London

Does anyone have any idea what this guy's on about?

'What happened to the interview with Square Soft?'

Tony Nash, Didsbury

Well, it's like this. Our man in Japan was so blown away when he got his hands on their latest stuff that he lost consciousness. We're confident that he'll come round soon and be able to report his findings. Phew.

(Pitiful. – Ed)

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*1995 reader research

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FINAL FANTASY FORUM

General Leo may be dead, but his spirit lives on in the Rages of Gau. Prepare for a Shock...

Could this possibly be the deepest video game of all time? Nine months on and we still haven't covered everything!

With the arrival of Square USA's translation of *Chrono Trigger*, however, you can expect the Forum to begin airing your *CT* complications and discussions, too. For now we've some tips on exploiting the rebels, thanks to K. Pickering, Scott Noyce and Peter Fenings.

Looking for a midnight snack, Terra discovers treasure. "Fob me off with just a Gauntlet, eh?" she laughs, casually slipping it into her bag.

The Returner's Hide-out

Having encountered Sabin for the first time and defeated Vargas with him, your next stop is the rebel base and a meeting with Banon. There's a store room at the back of the Returner's Hide-Out: after looting its treasures at the first opportunity, make your way through the chests and search the right-hand wall, where you'll discover a winding passageway that leads to a treasure chest. Inside is a White Cape, which remains the best relic to block against attacks throughout the game.

Step outside the hide-out. Banon has been waiting for you, and asks if you are willing to help the Returners in their fight against the Empire. If you accept, he will give you a Gauntlet. Instead, refuse him this first time: he will understand, and you can then go and listen to the pleas of the Returner in the store room. As an encouragement, he'll give you a Genji Glove. Now you can return to Banon and tell him you will be their ray of hope.

But now we present something of a *Super Play* challenge. Does anybody know the purpose of the piece of paper that you can find if you press A to search the long table the night before Banon makes his speech? If you pick it up, you get the chance to chuck it away rather than read it. But if you leave it, Banon interrupts his speech to ask who left the note there. He then chucks it in a bin himself before continuing as usual. This little incident seems to have no further bearing on the story, or indeed the rest of the game, so we're puzzled by its occurrence. Perhaps it was a plot thread that Square never pursued? Any ideas? Answers to the usual address...

Not having played the Japanese version recently, we can't be sure the text is the same...

... so there could be a missing scene or side-story. Can you possibly guess who might be sending secret messages to Banon?

When Gau's mother died, sadly, during childbirth, his father was driven insane by grief. Suddenly convinced that the infant was possessed, he abandoned it on the Veldt. But Gau survived, learning the ways of animals, and now has the strength to imitate the powers of monsters he has encountered in his adopted habitat.

If you wish to conclude Gau's story, take him to visit the crazy old man in the World of Ruin. The scene is melodramatic enough to make small moogles blub, but you'll see Gau as you've never seen him before.

Because of the extraordinary number of Rage attacks available, and the number of duplicated effects, we've only named the most interesting. Judging from your letters, the major complaint about Gau is that you can't customise the order of his Rage menu, and searching through takes longer than it's worth. The Veldt is a great place to learn spells, however, so don't ignore him entirely.

Desperation Attacks

Quite randomly during battles, when the status window describes a character as Near Fatal, you may get a special attack from them by selecting Fight. Thanks to your responses and descriptions of amazing comebacks, we've been able to compile a list:

Attack **Riot Blade**
Looks Like... a series of green rotating boomerangs.

Attack **Mirager**
Looks Like... the first part of a Bum Rush.

Attack **Moogle Rush**
Looks Like... just like a pummel blitz.

Attack **Royal Shock**
Looks Like... Plasma beam engulfs enemy.

Attack **Tiger Break**
Looks Like... flying kick, takes the form of a tiger head.

Attack **Shadow Fang**
Looks Like... jumps in and claws enemy twice.

Attack **Back Blade**
Looks Like... screen goes black, sword flashes.

Attack **Spin Edge**
Looks Like... spins on enemy, sword extended.

Attack **Red Card**
Looks Like... spins, throwing red cards three times.

Attack **Sabre Soul**
Looks Like... jumps in, sword flashes, noise like Demi.

Attack **Star Prism**
Looks Like... three golden stars surround enemy.

Attack **X-Meteor**
Looks Like... an enormous boulder crashing down.

Attack **Rage Out?**
Looks Like... ??

We've listed our favourites here, as well as a few early gems to look out for (the Marshal appears in the World of Balance!)

Rage	Monster
Acid Rain	Vindr, Adamanchyt
Aero	Sprinter
Aqua Rake	Vectagoyle, Anguiform, Suriander
Big Guard	Earthguard
Blizzard	Steroidite, Vomammoth
Bolt 2	Ghost*
Bolt 3	Karkass, Rain Man, Punisher
Cat Scratch	Stray Cat*
Cave In	Slatter
Disaster	ChaosDragn, Brachiosaur
CleanSweep	Dark Force, Enuo
Condemned	Veteran, Zombone, Critic
Cure3	Magic Urn
Cyclonic	Harpy, Wirey Dragon, Baskervor, Wyvern, Aquila
Fire3	SrBehemoth, Brontaur
Fireball	Pterodon, Fortis
Flare	Power Demon
Flare Star	Io

Flash Rain	Test Rider, Hippocampus, Parasoul
Giga Volt	Parasite, Aspik, Anemone
Grav Bomb	Lethal Wpn
Ice 3	Woolly
L3 Muddle	Trapper, Dante, Apokryphos
L4 Flare	Mag Roader (4th generation)
Land Slide	Prussian
Life3	Rhinox
Magnitude8	HadesGigas, Land Worm, Coelecite, Gigantos
Mega Volt	Dueller, Delta Bug
Megazerk	Sky Cap
Merton	Didalos
Meteo	Behemoth
Meteor	Tyrannosaur, Boxed Set
N. Cross	Doom Dragon
Osmose	Soul Dancer, Stillgoing
Osteosaur	X-Zone
Pearl	Outsider, White Dragon
Pearl Wind	Peepers, Vectaur**
Pep Up	Intangir
Quake	Cluck, Allover, Chickenlip
Roulette	Veteran***
Sand Storm	Fossil Fang, Hoover

Scan	Vermin
Shock****	Retainer
Snare	Rhodox
Step Mine	Mesosaur, Crawler, Tomb Thumb
Storm	Black Dragon, Ogor
Surge	Rhyos
Tek Laser	most M-Tek Armours
Wind Slash	Marshal*, Mantodea, Covert

* effective Rages in the WOB
** All part members recover 3-7000 HP
*** works on enemies only – instant unavoidable death!
**** General Leo's attack skill!

Gau will also magically adopt characteristics of the Rage's source – Float for flying creatures, Shell for thick-skinned/armoured foes, Blind for aquatic monsters. Be wary that, when imitating undead, he will also take damage from Cure spells and potions. Our enormous thanks to Gavin McCauley of Bramley, Leeds for his hard work on these.

"Does Gau's dad ever behave any differently later?" asks Setzer aficionado David Hamilton. No, we're afraid not: a recent internet correspondent tried returning many times with all the characters, to no avail. Sob.

We're a little dubious of the last entry, although we can't rule it out. Gogo's Desperation Attack is made possible by giving him the Fight skill on his status screen. There's no way of deliberately obtaining these attacks, although you could try repeatedly facing the Doom Dragon in the Colosseum by betting the Rename Card – its S. Cross magic reduces your HP to 1 every time, increasing the chances. Thanks for this list go mostly to Neil Larner, Matthew Cheek, Lisa D, Fenrir and Dave & Rob Giles of Wimborne.

Ready-Wrapped Umaro

Since they're not mentioned in the manual, you may have neglected a couple of useful options available through the subscreen menu.

On the subscreen, move the glove pointer to EQUIP and press A, then left on the D-pad. You should see all four party members highlighted by flashing cursors. Press A again and a new screen will appear, listing all the items currently equipped. If you've been confounded by the apparent uselessness of that Bone Club you picked up in the Colosseum, this option shows that Umaro is already carrying such a Club and wearing a Snow Muffler.

Call up the CONFIG menu, highlight SHORT and press A. You'll be shown the list of battle commands for each character in your party. Using the cursor, you can then proceed to customise the order of the lists. Having Steal/Capture as Locke's first command, or SwdTech at the top of Cyan's list, eliminates much of the fiddle and fuss of active time battles. When you're satisfied, exit the option and highlight WINDOW.

Ming Wah Wong asks if Umaro can use magic, since he clearly has MP. The answer's no, since both he and Gogo can never equip Espers: however, the Osmose spell lets other characters help themselves to Umaro's MPs during a battle.

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IRRESPONSIBLE pictures

He was one with the mighty un-namable horror. His powers knew no limits and the evil that burned within his heart was total. So he made a cuppa and reviewed some vids for us.

OH MY GODDESS! 4 Evergreen and Holy Night

Anime Projects PG

28 minutes (subtitled) RRP: £12.99

If you thought anime was just for the boys, here's something that's definitely not for the weak of stomach. Soppy, lovelorn, cringingly over-romantic – that's *Oh my Goddess! 4 Evergreen Holy Night*. You'll need a constitution of iron to be able to get through this without rushing for a bucket.

Just a note of caution before you pick this up and stick it in your video, the heavy emotional content of this makes the Waltons look like a Quentin Tarantino production, such is the plot laden with achingly vile sentimentalism.

Don't get me wrong, I'm a girl and I like a romantic movie as much as the rest of them, BUT... This. This is hard to take. The basic premise is that Belldandy has to return to her homeland because a bizarre bug passage (don't ask) has formed between her and Keiichi, supposedly because of the closeness between the pair. So, armed with her "Recall Notice" Belldandy mopes more moodily than Morissey and Keiichi is no better. And, er, that's about it for 25 minutes when we are spookily informed that all this has happened because of some powerful energy which is captured in a tree, as Belldandy looks on in terror. And that's the Cliffhanger. Will she stay? And what is this mysterious tree thing? And is this all getting a bit far-fetched?

And that's it for £12.99. It's quite clever how they transfer the heartache on-screen to the heartache you'll feel when you find out you've shelled out over a tenner for half a plot and will have to pay out the best part of £25 to hear the end of the story in a couple of month's time. It would have to be better to incorporate more than one episode on a vid and charge a little more for the one tape. If video companies are serious about getting girls into anime, then ripping them off is a bad idea. Buy it, if you've money to burn...

Alison Harper

2 out of 10

BABEL II Eps 1 & 2

East2West 15

29 minutes each (dubbed) RRP: £5.99

You wouldn't believe what happened to me on the way to the office this morning. There I was, minding my own business when I was accosted by a group of renegade psychics, hell bent on taking over the world. Then I was picked up by some undercover government agents and finally found out I myself had incredible super powers and that I suddenly owned a giant robot, a dragon and a alien cat. Phew, I tell you, I had to go and make a cup of tea.

A stupid story? This sort of stuff seems to be the norm for Japanese schoolkids. If I had a fiver for the amount of times they find out they've got some sort of hidden powers, well...

Koichi is just such a student when he stumbles on some generally nasty people and suddenly finds himself wrapped up in the megalomaniac schemes of top psychic baddie Yomi. Along the way he finds out that he's not Koichi at all but the reawakened Babel II, a being with super powers, a giant robot, a shape changing panther and a pterodactyl.

The character designs (all big eyes and pointy hair) reveal Babel's heritage as early 70s manga, and, sure enough, that's precisely where it came from. Its creator – Mitsuteru Yokoyama was also responsible for *Tetsujin 28 Go* (which reached the west (and a Dickies record) as *Gigantor*).

Babel II is East 2 West's attempt to ride on the tails of Manga's pocket money *Guyver* series, in that each tape, although only half an hour long, is only £5.99. Taken in that context it works very well. The animation isn't really anything to write home about, and the story between the first and last volumes doesn't really go anywhere, but in the meantime it's all good fun. Loads of exciting battles between Koichi and the evil psychic nasties mean that there's rarely a dull moment.

Wil Overton

3 out of 10

SUPER DEFORMED DOUBLE FEATURE

Anime Projects PG

67 minutes (subtitled) RRP: £12.99

To super deform something, as I suspect nearly all *Super Play* readers know by now, is to create slightly anarchic squashed caricatures of popular anime characters and stick them in a parody of the original show. Cue loads of in-jokes fun for the fans, and generally confused looks from everyone else.

Super Deformed Double Feature consists of two films that poke fun at the creations of the Artmic studio (and some of its creators as well) whose output of shows like *Bubblegum Crisis* and *Genesis Survivor Gaiarth* will be well known by fans of Anime Projects' tapes.

The older show of the two – *Ten Little Gall Force* – is, not surprisingly, a parody on *Gall Force* (which has yet to make it to these shores), a sci-fi tale about females and monsters (ah, typical anime, then). Don't worry that you won't get all the jokes (and there are a lot of them), the maniacal nature and general jokes about film-making carry it all along. Scenes on how they do the special effects are great.

The second half of the duo is a more recent effort called *Scramble Wars*. This contains characters from all the Artmic productions and, although the comedy is less frantic than *Gall Force*, the premise of a Wacky Races style competition for the Genom Trophey works fine.

Although this is just the sort of title many fans keep saying they want released over here, it's a hard tape to recommend to your average UK anime viewer. You certainly need a good knowledge of the shows being parodied to get the most from them, and, like the Ushio and Tora Comical Deformed Theatre we reviewed a few months ago, much of it will go straight over many people's heads.

Know what you're getting before you buy.

Wil Overton

3 out of 10

IP NEWSLINE

Tip-top titles like *Appleseed* could be yours to watch on 'not quite laserdisc' quality this yuletide.

(0171) 928 3232 for more details. Don't worry if you live too far away to make it to the premier though as *Ghost* is set to tour at selected cinemas around the country in December. More dates and details next month.

Christmas presents

Don't know what to ask Santa for this coming festive season? Well, Manga have the answers to all your stocking filling questions. The Cyberpunk Box-Set and the *Patlabor* double-pack at a price of £39.99 and £19.99 respectively. The Cyberpunk set consists of over five hours of action from *AD Police*, *Cyber City OEDO* and *Geno Cyber* and the *Patlabor* set contains, naturally enough, both the superb movies. Ask for the Cyberpunk collection and Kiseki's Urotsukidoji box-set and you could be sure to make granny choke on her cheesy footballs this xmas.

Anime on CD

Should you become the proud owner of a machine capable of playing Video CDs this christmas (and that could mean anything from a PC or a Mac to a CDi and even a Saturn with a MPEG cart), then, come boxing day, you could blow all your holiday money on your favourite anime titles from Manga Video, only this time on CD! Publisher CD Vision has just completed a deal to release twenty Manga titles over the next year. *Akira*, *Appleseed*, *Ninja Scroll* and *Street Fighter II – The Animated Movie* are the initial four titles to be given the digital treatment and will all be available from December 27th.

Satisfy your need for violence and make the family watch *OEDO* instead of *Indiana Jones* this Xmas.

Ghost In The Cinema

The biggest anime production in years is complete and ready for its UK debut. Masamune Shirow's timely tale of virtual espionage – *Ghost In The Shell* – is to be premiered as part of the London Film Festival. The date for your diary is Saturday November 11th and your destination should be the Odeon Leicester Square.

The staff who have worked on the project reads like a who's who of quality productions. The director Mamoru Oshii and screenwriter Kazunori Kawamori were responsible for *Super Play*'s recommendation of the month – *Patlabor 2* – and all the mecha in the film is by Shoji (*Macross Plus*) Kawamori.

Tickets for the London showing are £7.50 and £5.95 for under 16s. Contact the NFT on

VIDEO DIARY

NOVEMBER

Chestnuts may roast by an open fire, but with the buying season rapidly approaching, the video companies will be soon be trying to persuade you to snuggle up all cosy and warm with some Japanese animation. *Super Play* recommends *Patlabor 2* this month.

MANGA VIDEO
Patlabor 2
Patlabor 1 & 2 Double Pack
Project A-Ko 4 – Final
Cyberpunk box set

EAST 2 WEST
Babel II – 3

ANIME PROJECTS
Super Deformed Double Feature

KISEKI FILMS
Sol Bianca – Part 1 (October)
The Cockpit
Sol Bianca – Part 2

PATLABOR 2 The Movie

Manga Video PG

109 minutes (dubbed) **RRP:** £13.99

Even though we rated the first *Patlabor* movie a resounding five out of five we've had many fans complaining that they found it too slow and lacking in action for their tastes. Well, I'm afraid that means they're not going to like *Patlabor 2* one little bit.

The date is now 2002 and the once devoted team of the Special Vehicle Division has been disbanded and scattered across Japan. Even Noa's beloved labor Alphonse has been put into retirement, only to be brought out for training and experiments. Meanwhile the destruction of a Untied Nations labor team in South East Asia sees the start of terrorist activity against Japan which eventually reaches Tokyo itself, as the Yokohama bridge is apparently blown up by US planes. Soon the entire political structure of Japan is thrown into chaos as terror and panic threatens to rip the country apart.

Into all this comes the calm that is SVD Captain Kiichi Goto. He soon comes to learn that the mastermind behind the operation is none other than fellow officer Shinobu Nagumo's former mentor Tsuge. Together they must regroup the original members of the original SVD to defend the city.

While this may all sound very exciting, it does, as in the first film, involve a fair amount of talking and pondering. In fact, *Patlabor 2* is structured very much like its predecessor and even builds up to the same type of action sequence at the end. Beautiful animation and a nicely restrained English dub make this a quality production all round. Maybe not quite as involving, story-wise, as *Patlabor The Movie* (the disbanding of team is responsible for that) and certainly not for those who found that and *Wings Of Honneamise* boring, but an essential purchase for everyone else.

Wil Overton

4 out of 10

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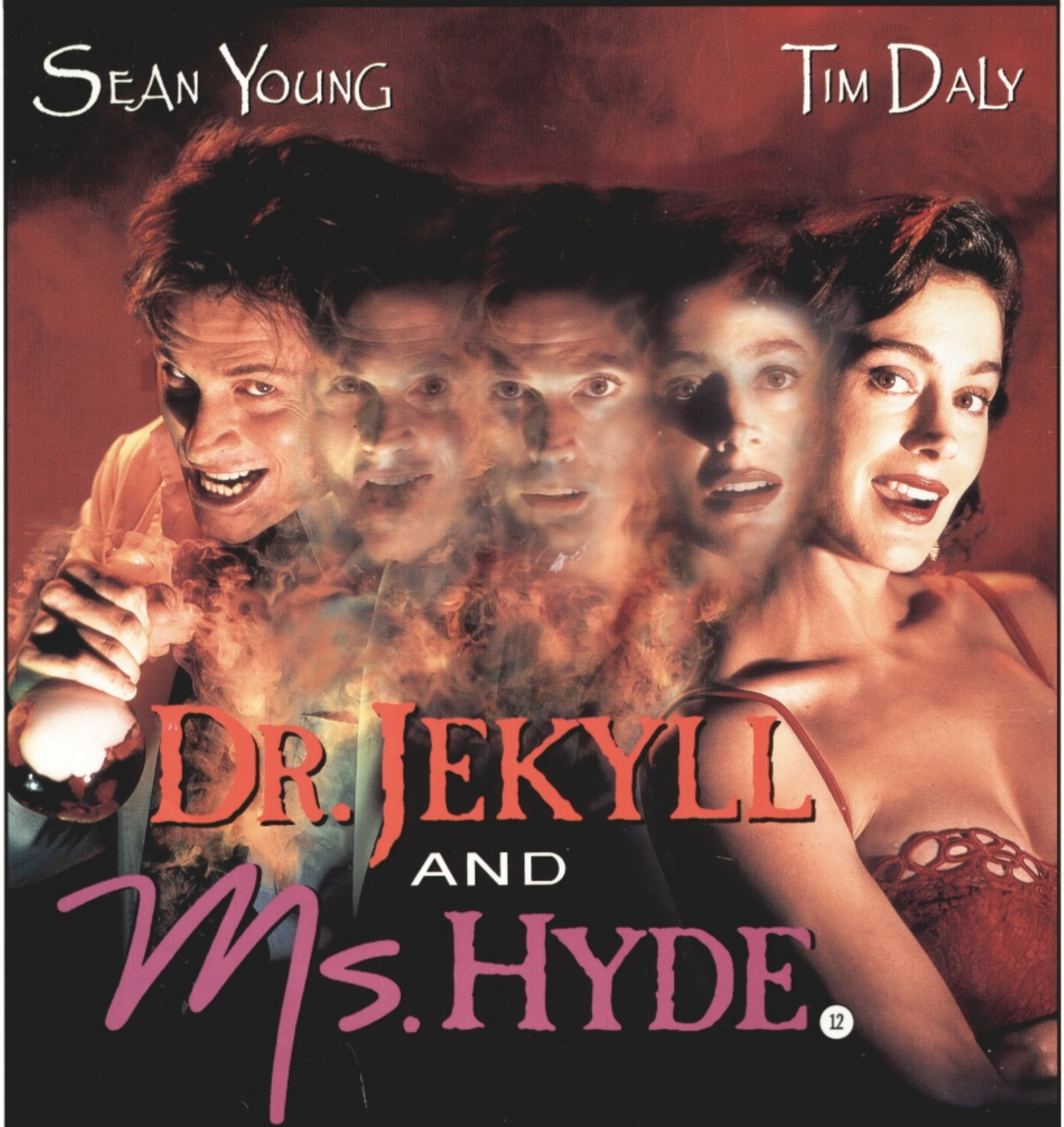

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